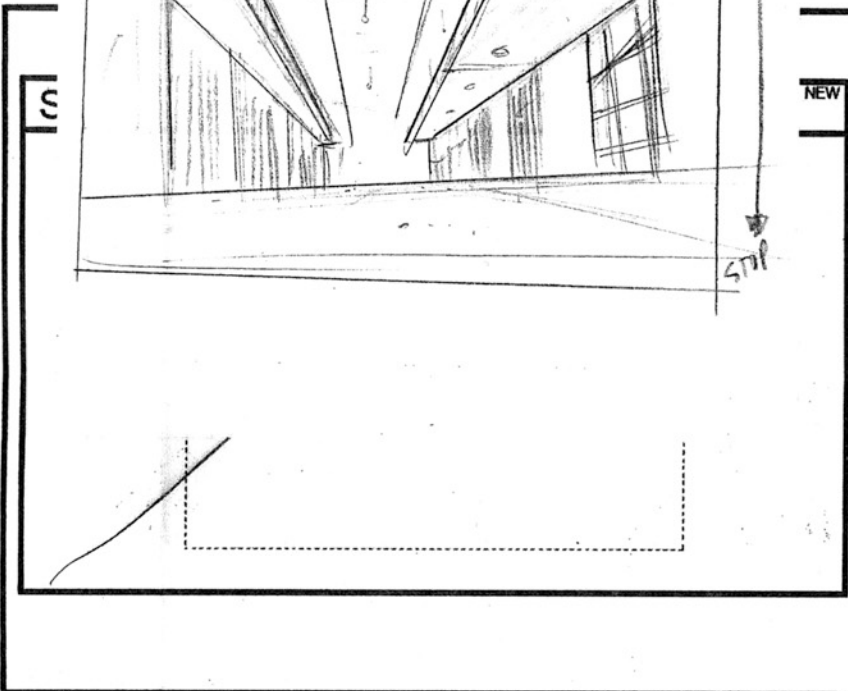


ACTION Int. Ext. Day Night

INT- PRISON
 PAN DOWN TO
 CELL BLOCKS
 FROM CEILING
 SHOW TRACK IN
TIMER SHEETS

DIALOGUE HAVE TIME
 FOR FADZ UP
 BUT DON'T PUT IT
 ON SHEETS —
 START PAN DOWN

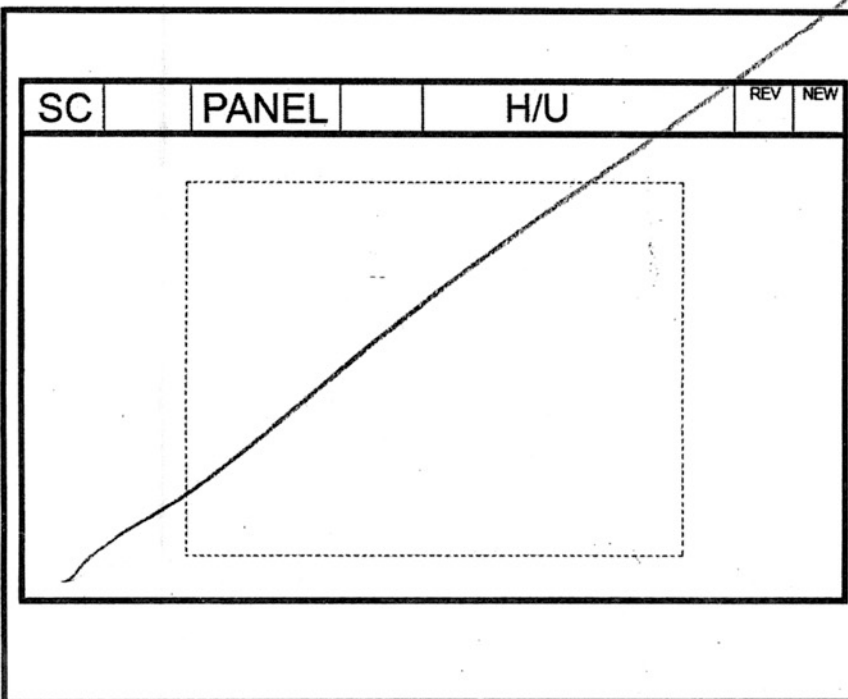
TIME @ FRAME # 3



ACTION Int. Ext. Day Night

DIALOGUE

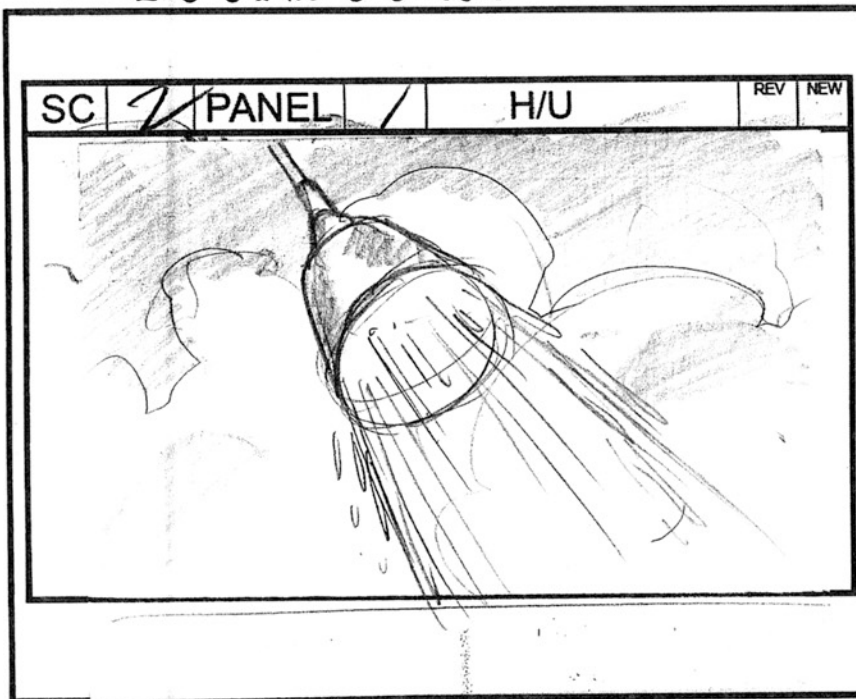
TIME P | H
 61x | 7x



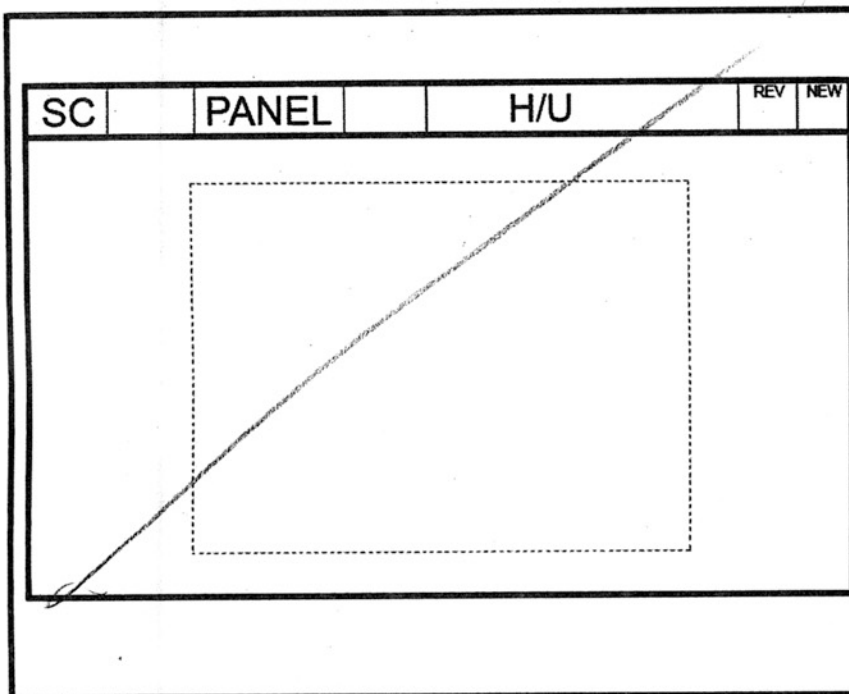
ACTION Int. Ext. Day Night

DIALOGUE

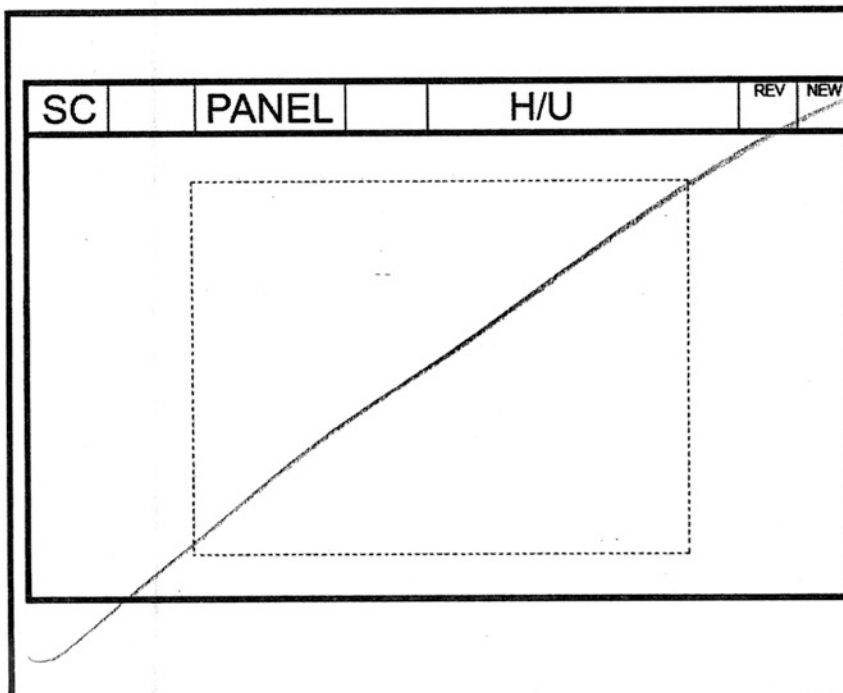
TIME




ACTION	Int.	Ext.	Day	Night
<p>CLOSE ON SHOWER HEAD STEAM EFX IN BG! WATER DRIPS ON SHOWER HEAD ANIMATE WATER</p>				
DIALOGUE				
TIME 51x				




ACTION	Int.	Ext.	Day	Night
DIALOGUE				
TIME				

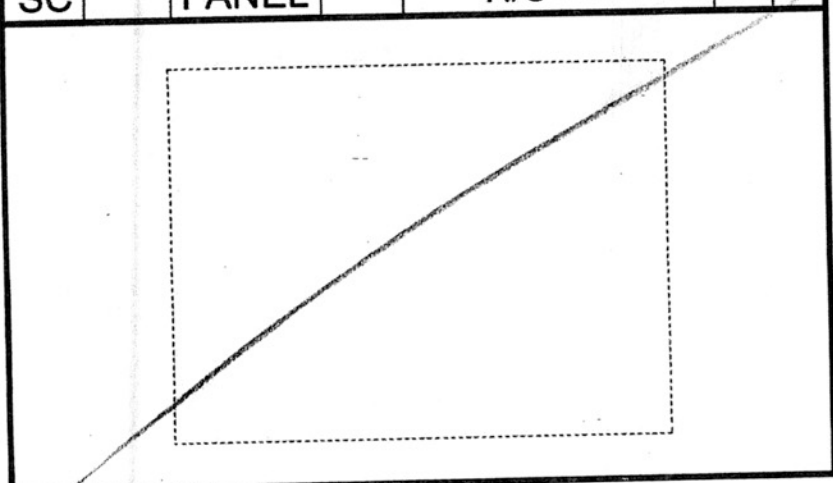


ACTION	Int.	Ext.	Day	Night
DIALOGUE				
TIME				

				ACTION	Int.	Ext.	Day	Night	
SC	3	PANEL	/	H/U					
				PANEL					
#1 ↗					#2 ↗				
					TIME	75x			

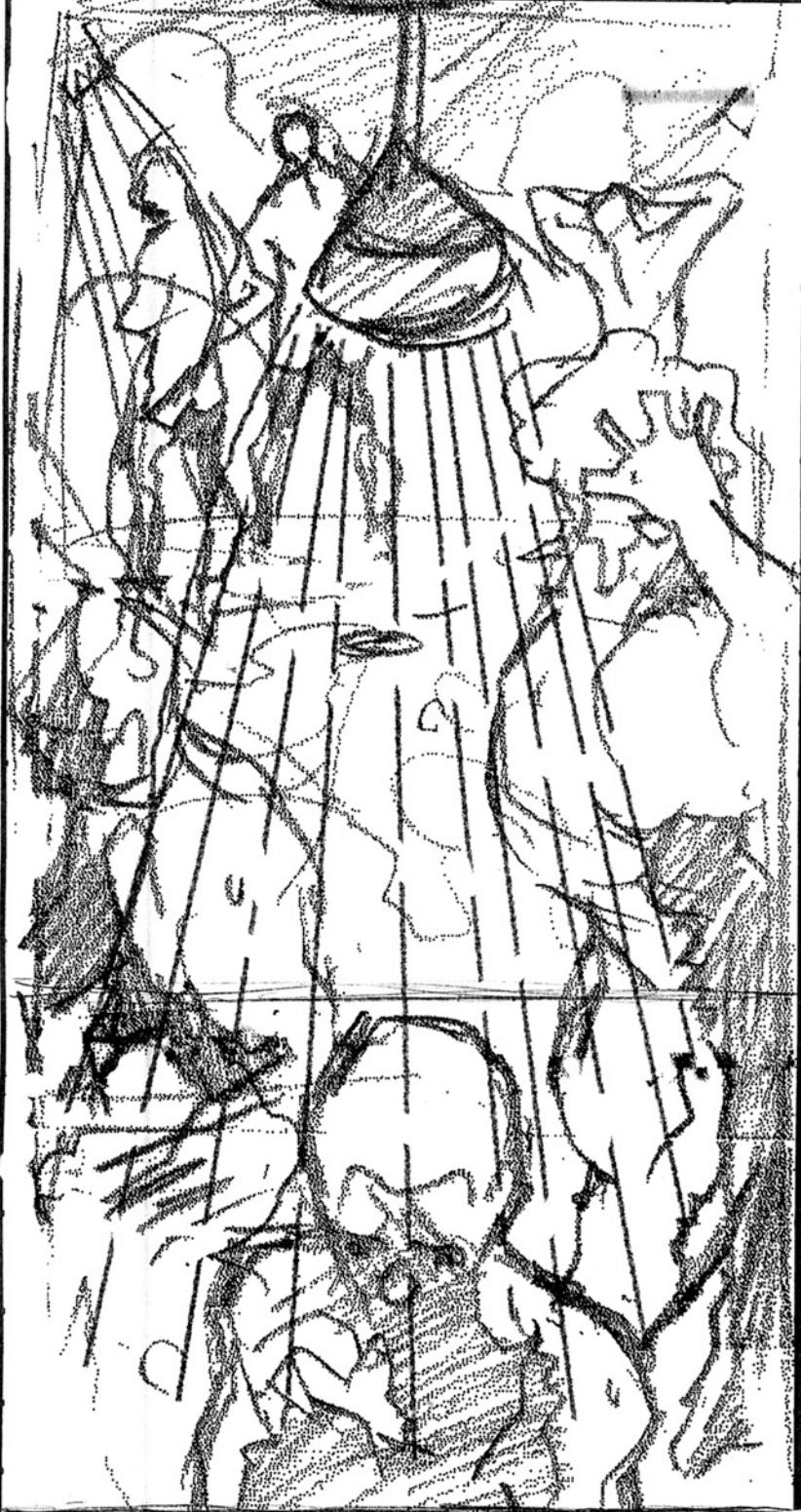
				ACTION	Int.	Ext.	Day	Night	
SC	3A	PANEL	01	H/U					
				REV					NEW
#1 ↗					#2 ↗				
					TIME	75x			

INT. SHOWER ROOM
 INMATES WASHING
 TO STEAM EVERYWHERE
 STEAM EVERYWHERE
 PAN INMATE IN FEAR
 AROUND LOOKING AT
 TUM.

				ACTION	Int.	Ext.	Day	Night
SC	PANEL	H/U	REV	NEW				
					DIALOGUE			
					TIME			

ACTION Int. Ext. Day Night

SC 4 PANEL 1 H/U REV NEW

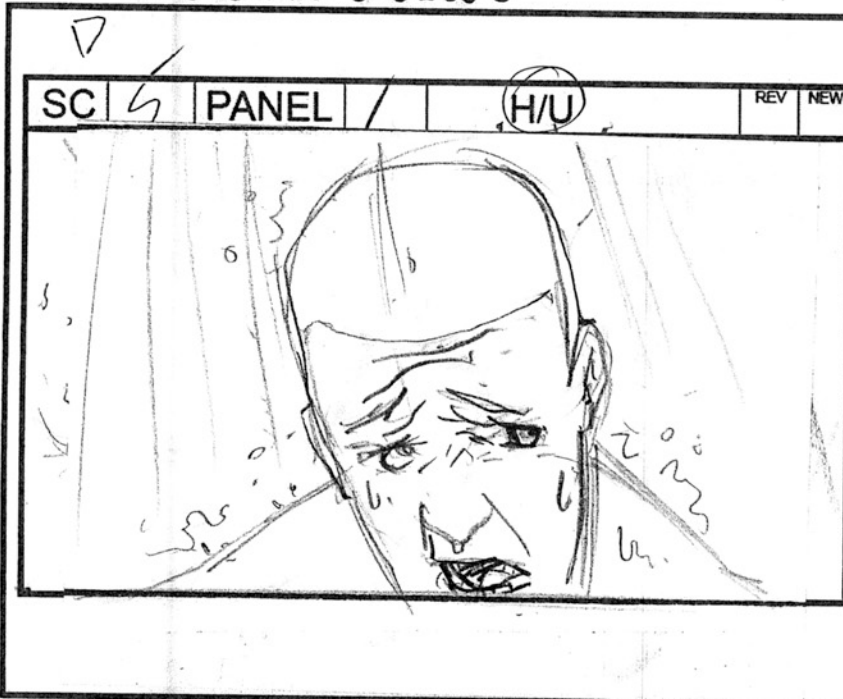


START
PAN DOWN
STOP

INT. SHOWER
SLOW PAN DOWN TO
TOM WITH SOAP,
COVERING SLIGHTLY.
INMATES SCRUB.
ANIMATE DX SHOWER SPRAY
& P SUDS.

IALOGUE

P 117x | H 20x

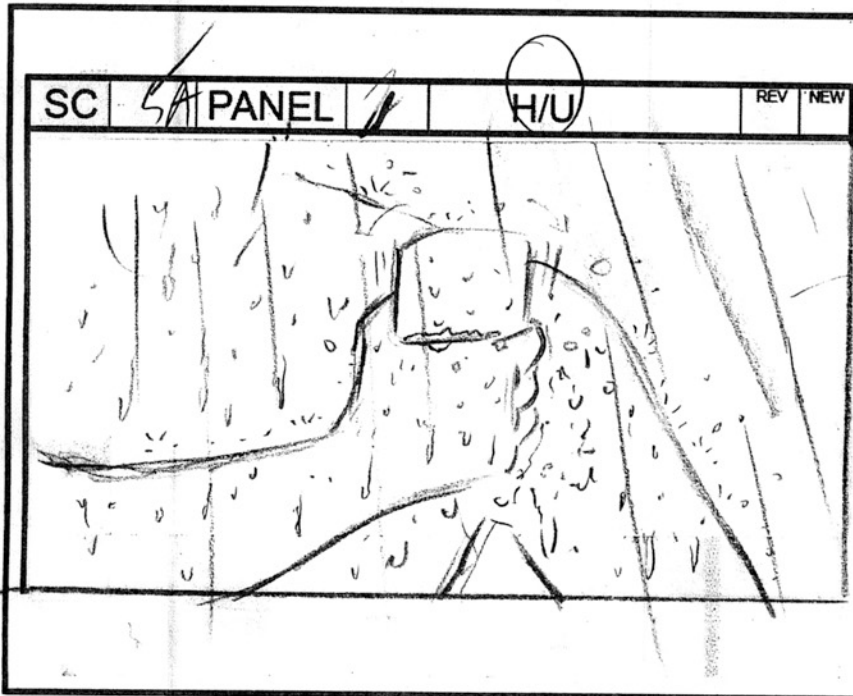


ACTION Int. Ext. Day Night

CLOSE ON TOM
 USING SOAP -
 ANIMATE WATER
 ANIMATE TREMBLE
 WATER FX ON SEP
 LEVELS (ALPHA CHANNELS)

DIALOGUE IN FRONT AND
 BEHIND HIM.
 PX WATER DROPS
 ON HIS SKIN.

TIME 22x



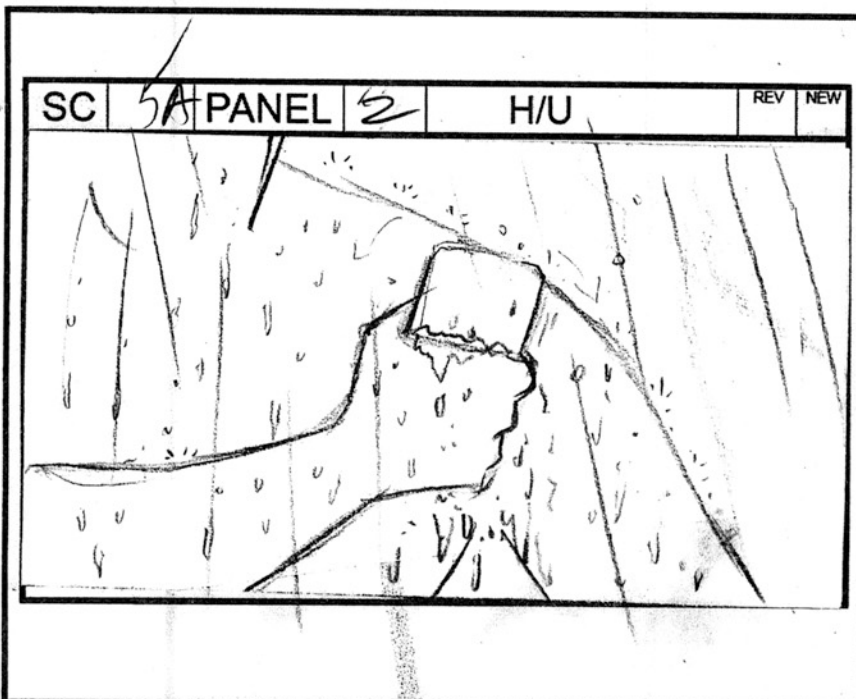
ACTION Int. Ext. Day Night

H/U Water Flow

ANIMATE HAND
 TREMBLES
 (HE'S TERRIFIED)

DIALOGUE

TIME 19x



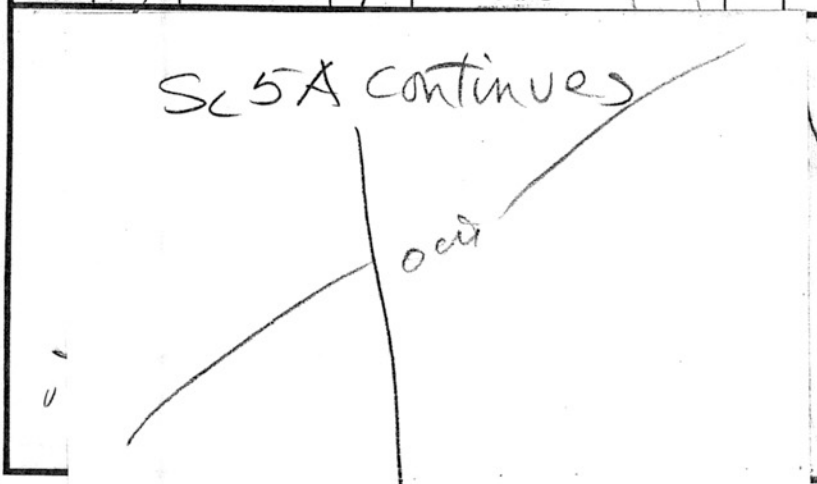
ACTION Int. Ext. Day Night

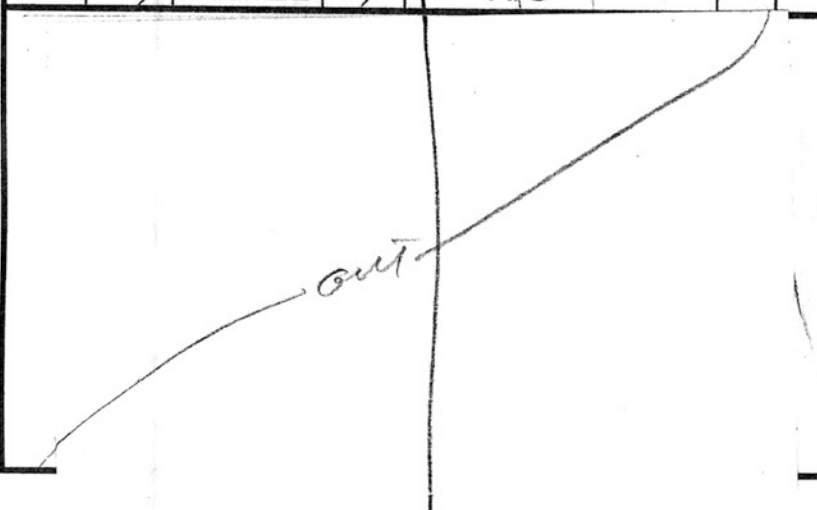
AS HE'S SCRUBBING

ANIMATE HAND
 TREMBLES

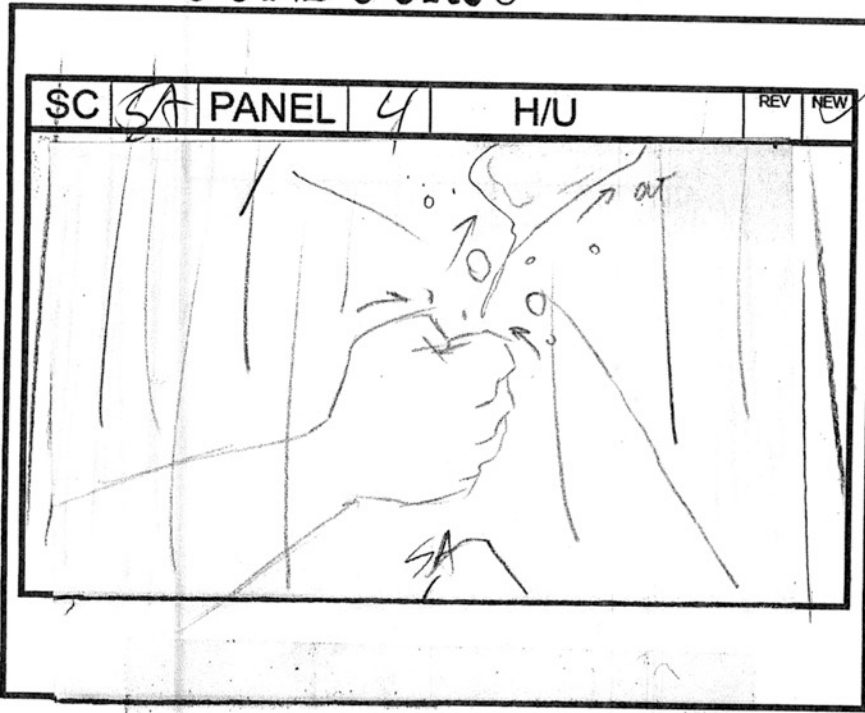
DIALOGUE

TIME 17x

SC	PANEL 7	H/U	REV	NEW	
<p>SC 5A continues</p> 					ACTION Int. Ext. Day Night
					DIALOGUE
					TIME

SC	5	PANEL	5	H/U	REV	NEW	
							ACTION Int. Ext. Day Night
							DIALOGUE
							TIME

SC	5A	PANEL	B	H/U	REV	NEW	
							ACTION Int. Ext. Day Night
							<p>TOM LETS SQUEEZING SOAP — SOAP STARTS TO SLIP OUT OF HIS HAND</p>
							DIALOGUE STEAM IN (BS)
							TIME 10x

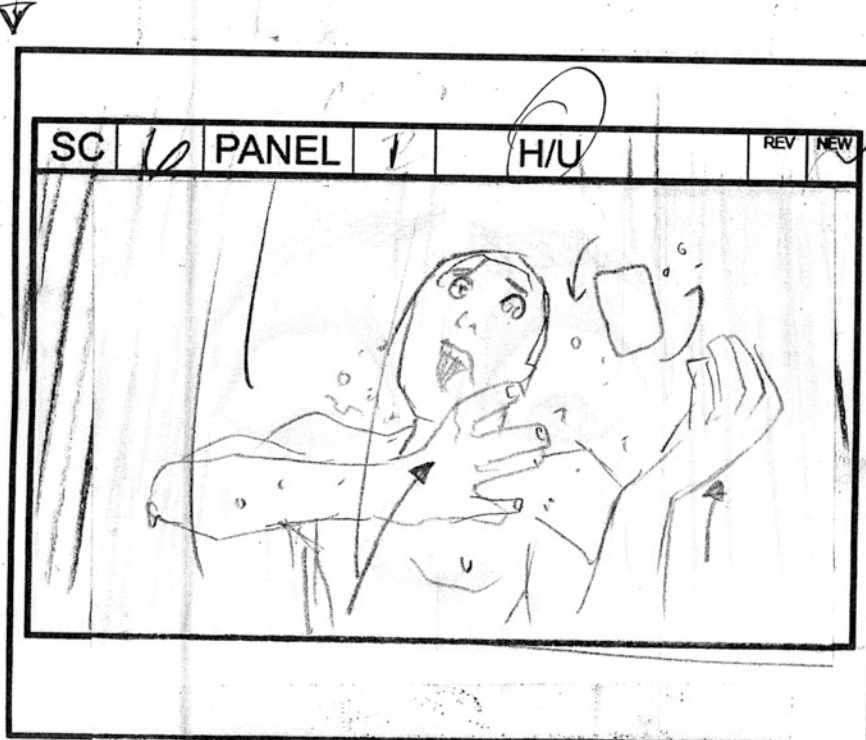


ACTION Int. Ext. Day Night

COUSE ON TOM'S HAND AS THE SOAP SLIPS. ANIMATE WATER & SUDS

DIALOGUE

TIME 10x

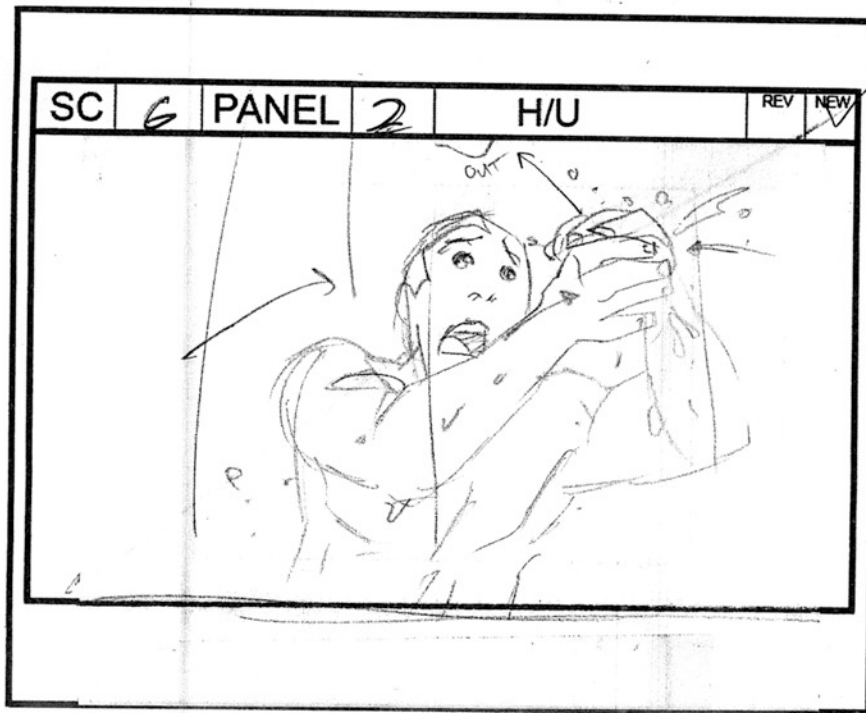


ACTION Int. Ext. Day Night

TOM PANICS AS SOAP FLOPS IN MID-AIR

DIALOGUE

TIME 10x

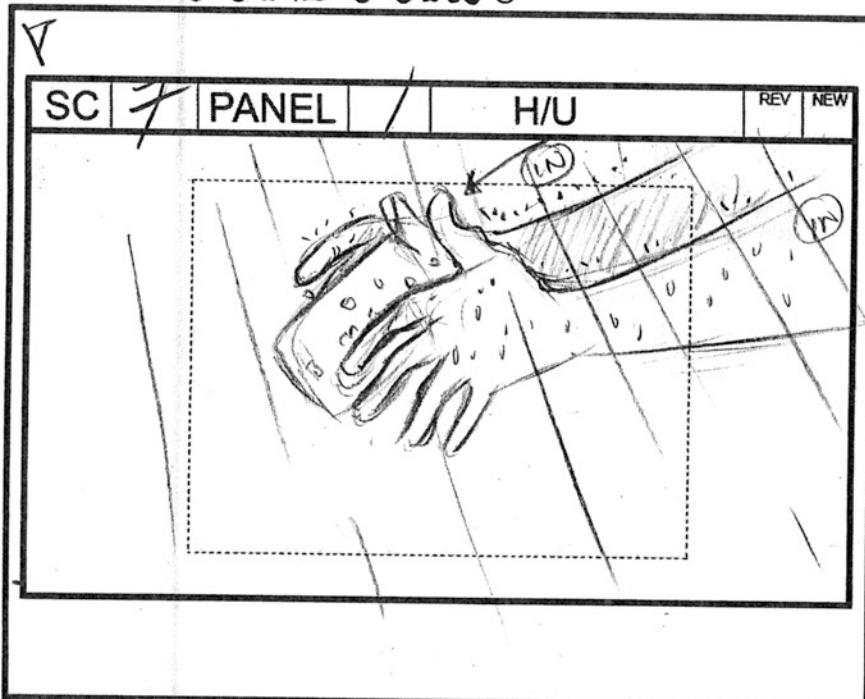


ACTION Int. Ext. Day Night

TOM TRYS TO CATCH THE SOAP. SOAP SQUIRTS OUT OF HIS GRASP

DIALOGUE

TIME 10x

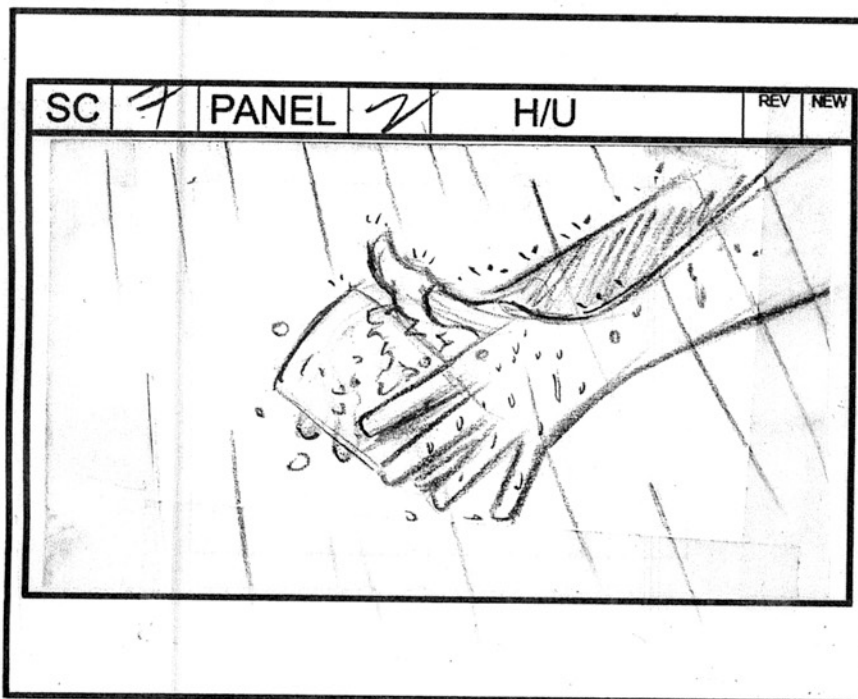


ACTION Int. Ext. Day Night

INT-SHOWER
 ANIMATE WATER
 CLOSE ON TOM'S
 HANDS AS HE LOOSENS
 HIS GRIP SLOW
MOTION

DIALOGUE

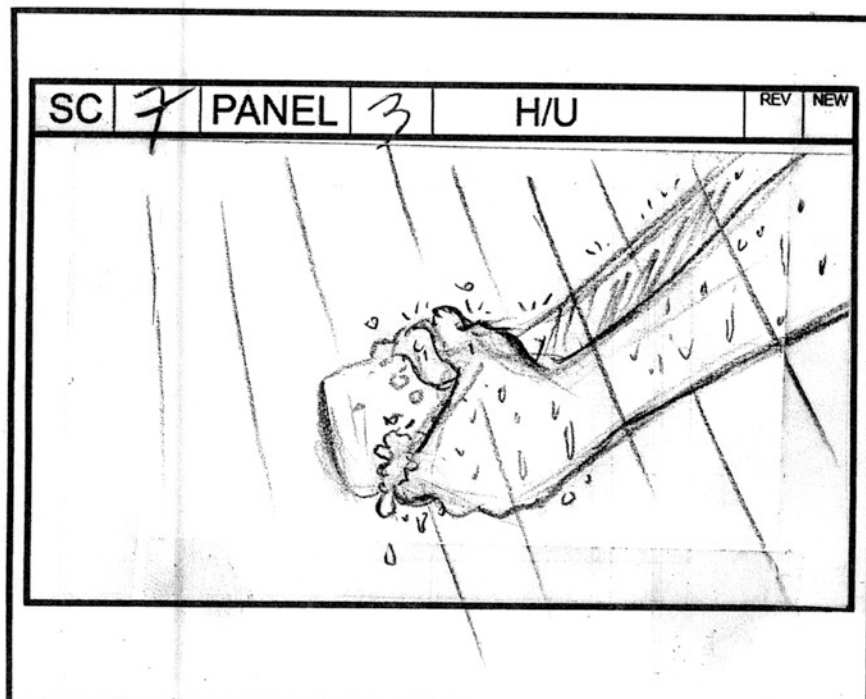
TIME 6x 10x



ACTION Int. Ext. Day Night

DIALOGUE

TIME 4x 10x

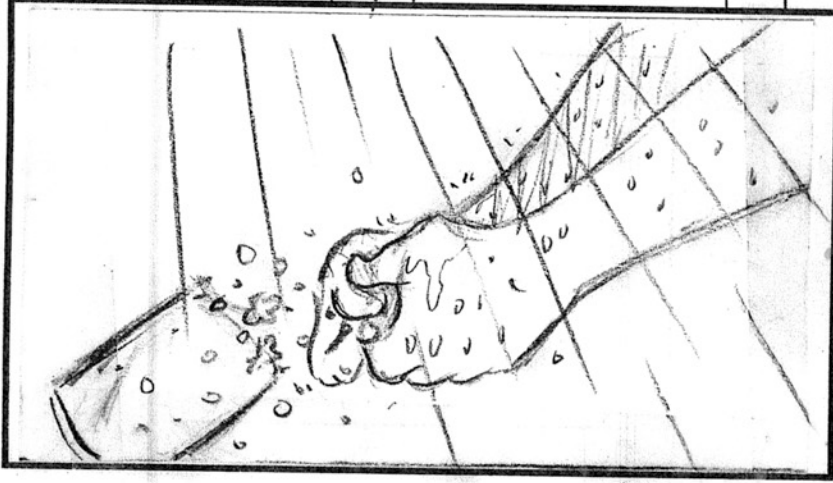


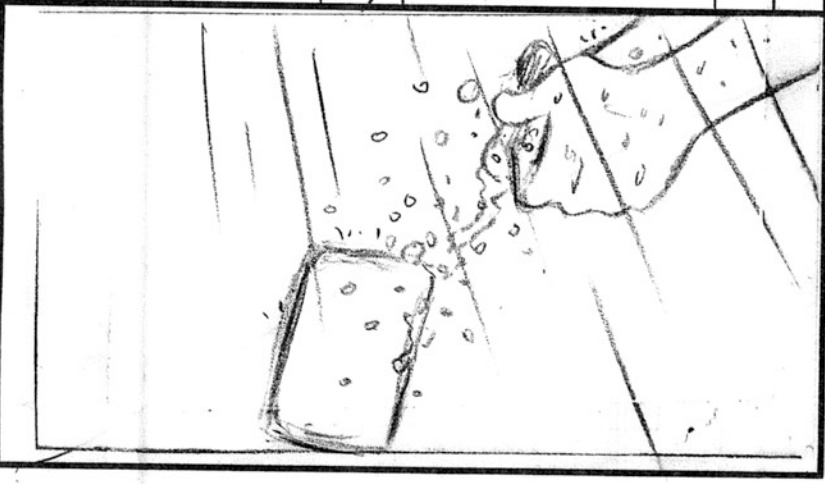
ACTION Int. Ext. Day Night

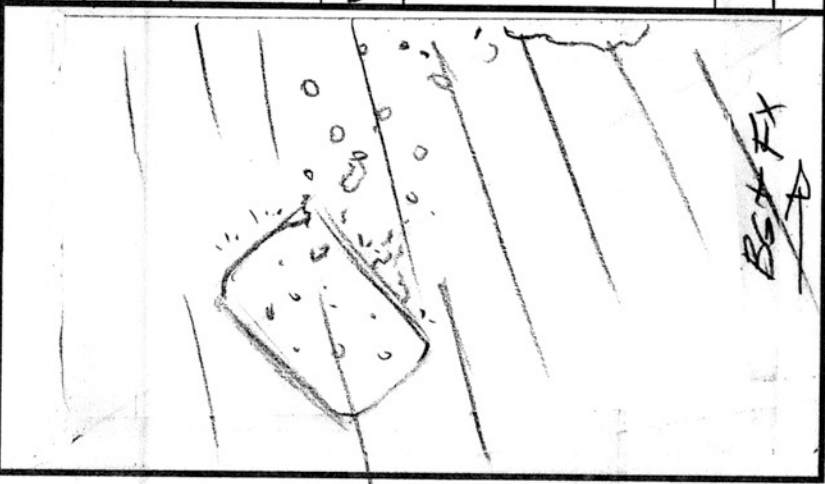
GRABS
 SOAP

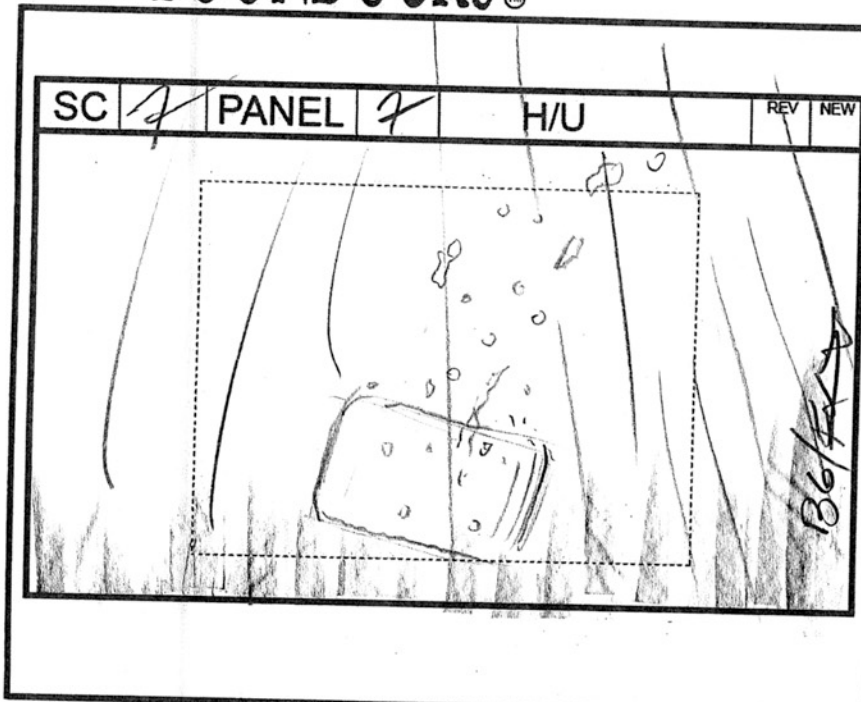
DIALOGUE

TIME 6x 10x

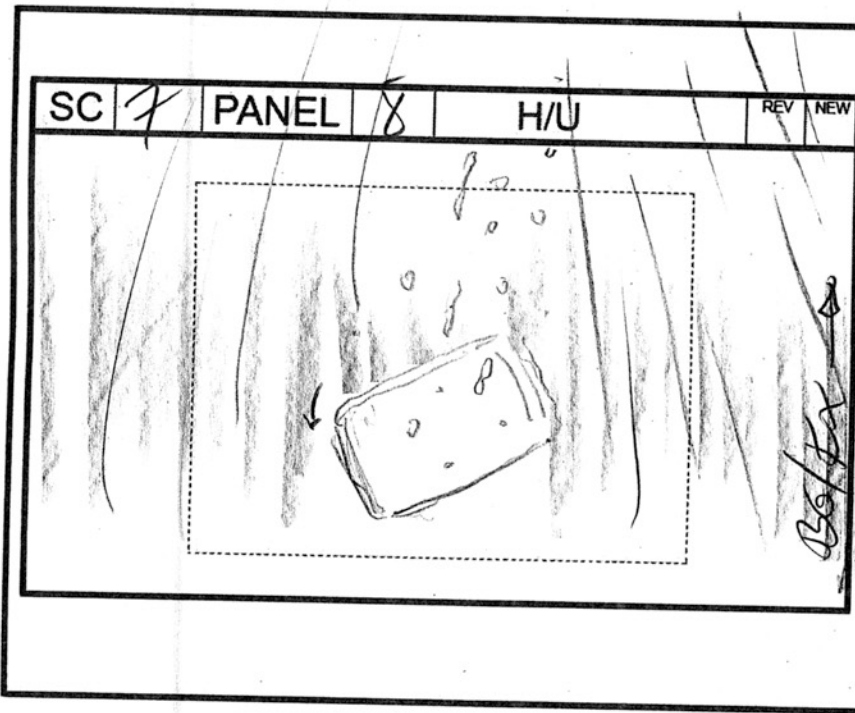
SC	7	PANEL	4	H/U	REV	NEW	<p>ACTION <input type="radio"/> Int. <input type="radio"/> Ext. <input checked="" type="radio"/> Day <input type="radio"/> Night</p> <p>SOAP SLIPS OUT OF HIS HAND.</p> <p>DIALOGUE</p> <p>TIME 10x 44</p>
							

SC	7	PANEL	5	H/U	REV	NEW	<p>ACTION <input type="radio"/> Int. <input type="radio"/> Ext. <input checked="" type="radio"/> Day <input type="radio"/> Night</p> <p>CONTI WATER SUDS FX</p> <p>DIALOGUE</p> <p>TIME 10x</p>
							

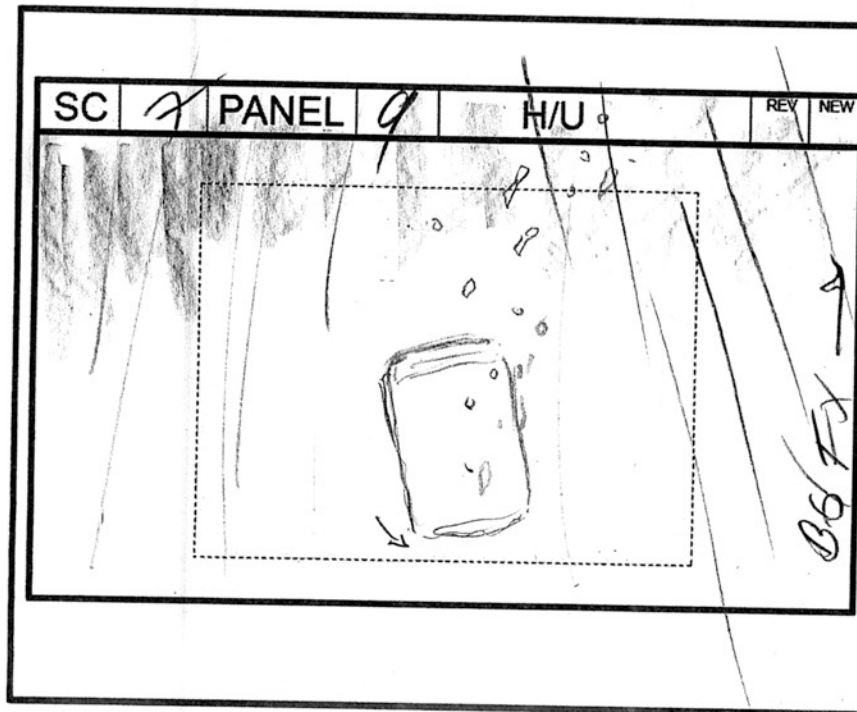
SC	7	PANEL	6	H/U	REV	NEW	<p>ACTION <input type="radio"/> Int. <input type="radio"/> Ext. <input checked="" type="radio"/> Day <input type="radio"/> Night</p> <p>SLOW MO PAN WITH FALLING SOAP</p> <p>DIALOGUE</p> <p>TIME 10x</p>
							



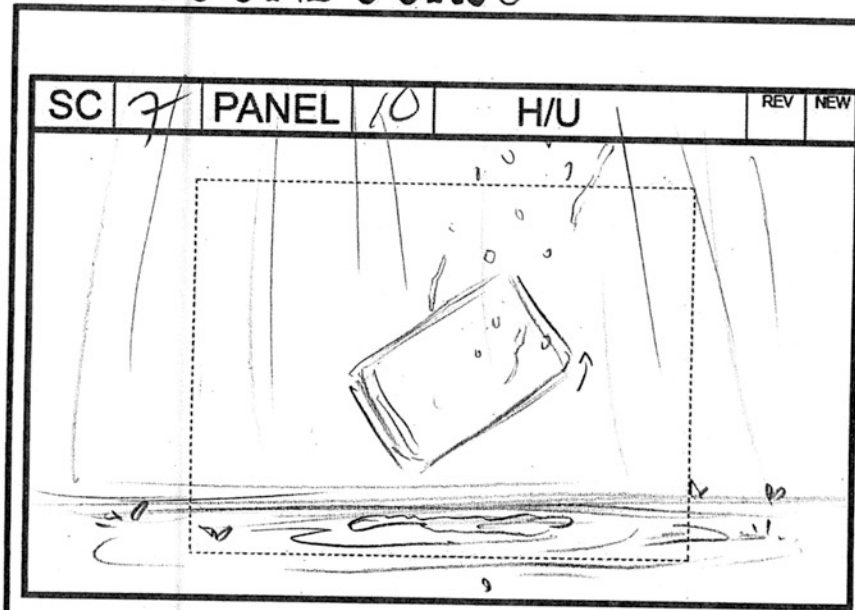
ACTION	Int.	Ext.	Day	Night
ANIMATE SOAP SUDS. CONT. PAN WITH FALLING SOAP (SUDS)				
DIALOGUE				
TIME 10x				



ACTION	Int.	Ext.	Day	Night
DIALOGUE				
TIME 10x				



ACTION	Int.	Ext.	Day	Night
DIALOGUE				
TIME 10x				

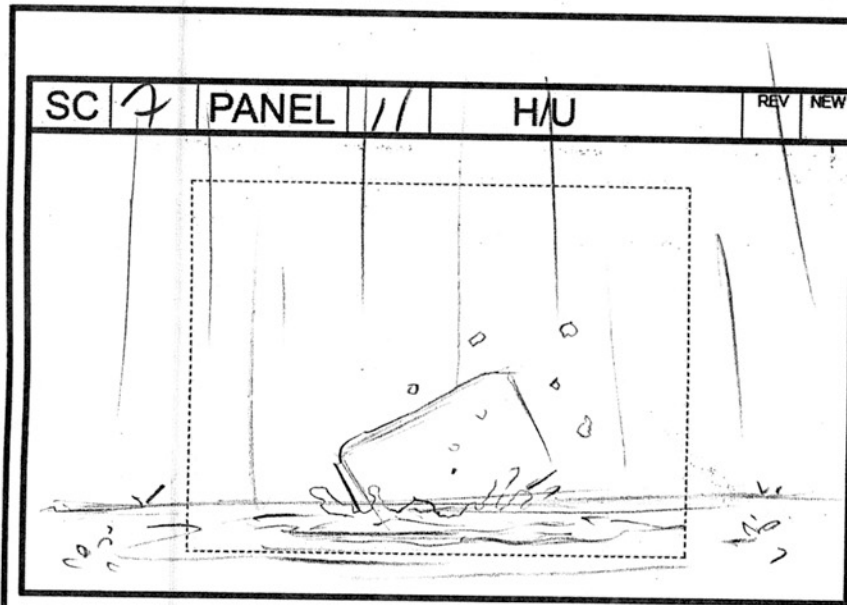


ACTION Int. Ext. Day Night

STOP PAN
 AT WET
 FLOOR
 SHOWER SPRAY
 SPLASHES ON WET

DIALOGUE FLOOR

TIME 10x

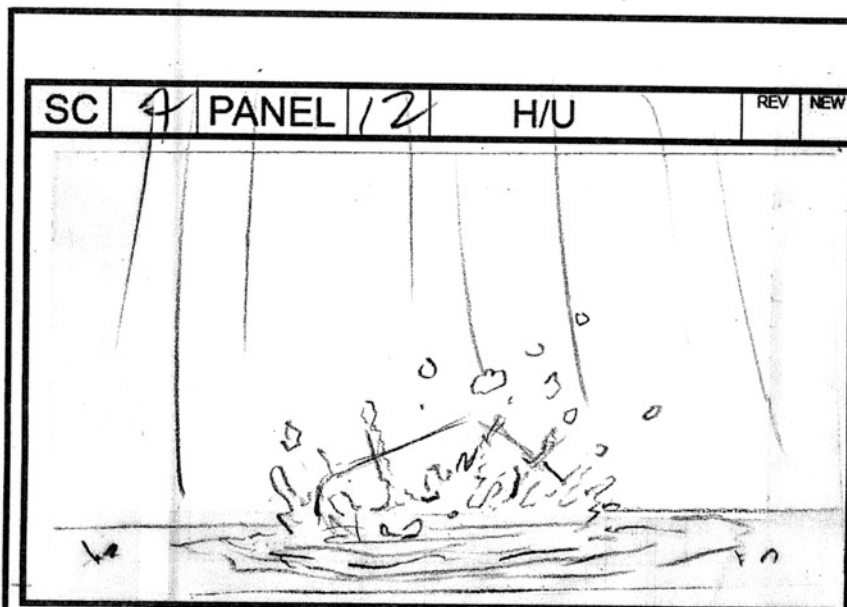


ACTION Int. Ext. Day Night

STOP PAN
 HITS
 FLOOR
 ANIMATE
 SPLASH FX
 & WATER RIPPLES

DIALOGUE

TIME 12x

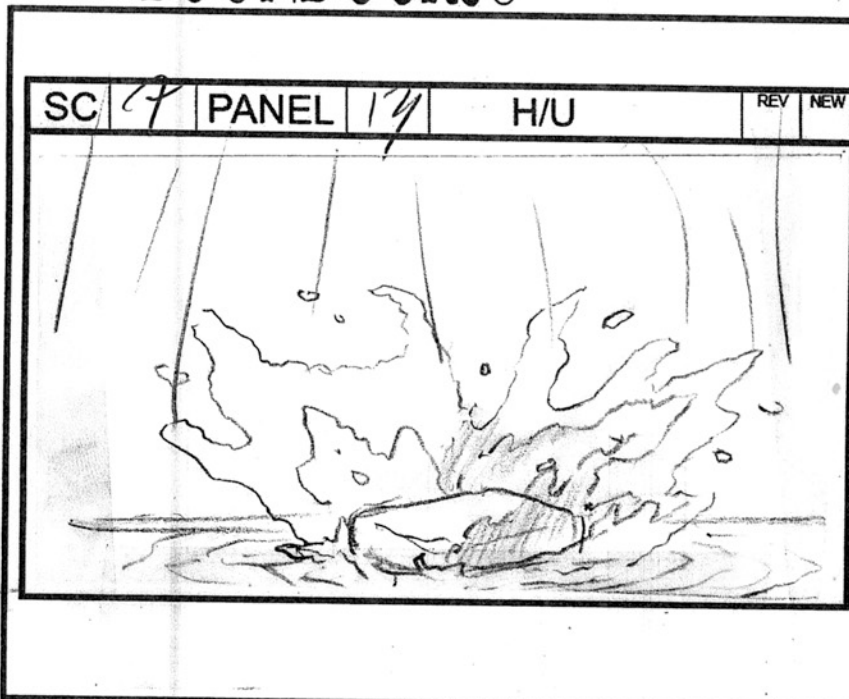


ACTION Int. Ext. Day Night

CONT. SLD
 MO
 SPLASH FX

DIALOGUE

TIME 2a

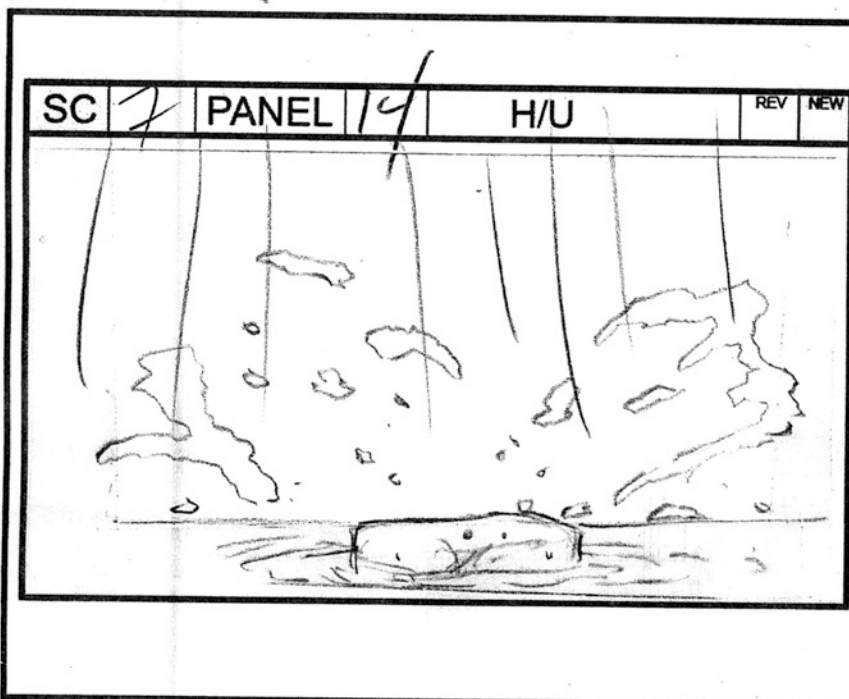


ACTION Int. Ext. Day Night

CONT.
 SW MO
 SPLASH FX
 DX WATER FX

DIALOGUE

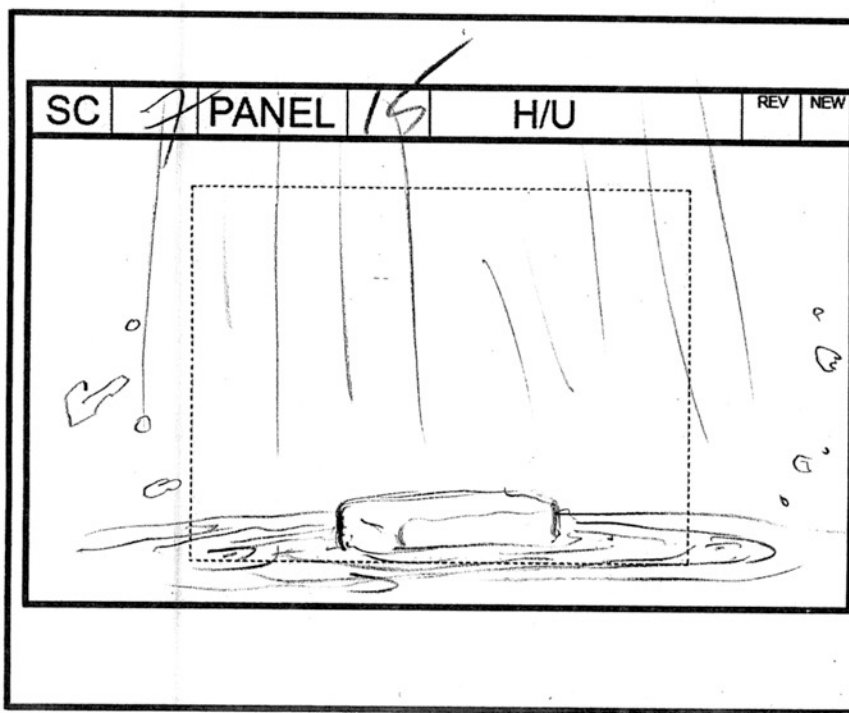
TIME 25x



ACTION Int. Ext. Day Night

DIALOGUE

TIME 30x



ACTION Int. Ext. Day Night

ANIMATE
 RIPPLE FX

DIALOGUE

TIME 32x

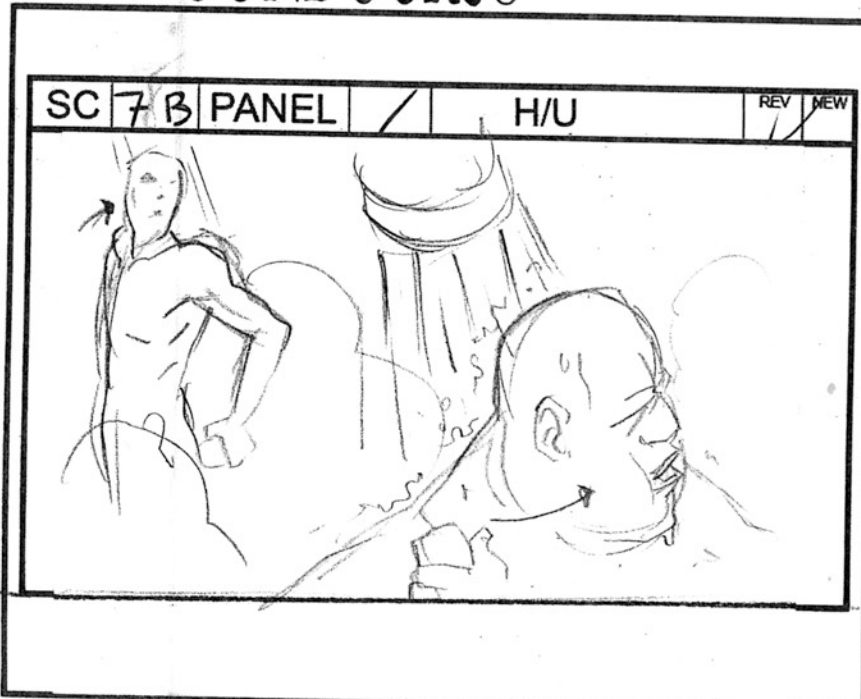


SC	PANEL	H/U	REV	NEW	ACTION	Int.	Ext.	Day	Night
7A	1								
					TOM REACTION				
					DIALOGUE				
					TIME 42x				

SC	PANEL	H/U	REV	NEW	ACTION	Int.	Ext.	Day	Night
					DIALOGUE				
					TIME				

SC	PANEL	H/U	REV	NEW	ACTION	Int.	Ext.	Day	Night
					DIALOGUE				
					TIME				

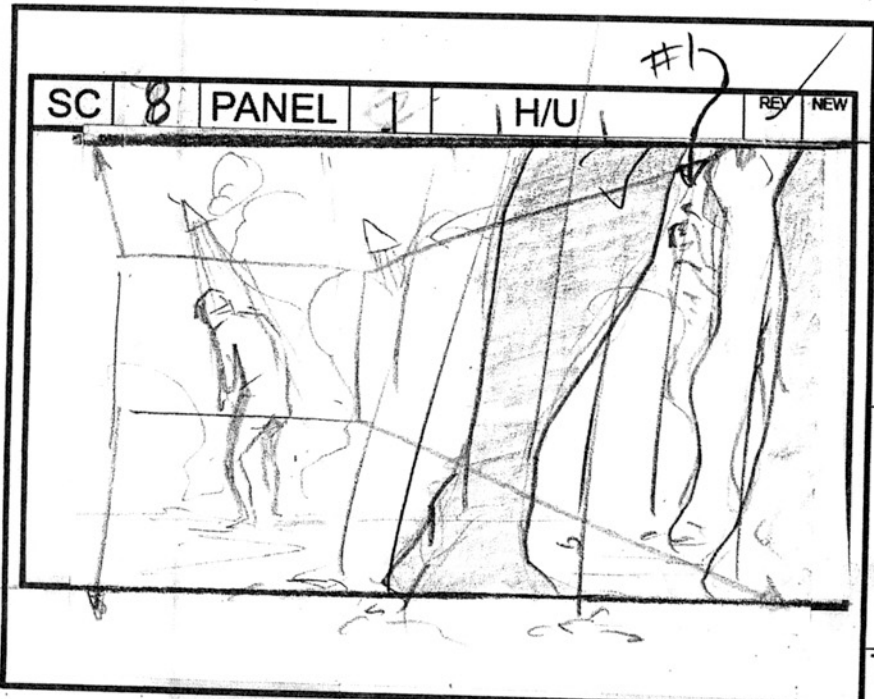
LAST PAGE 12A



ACTION Int Ext. Day Night
 BACK TO NORMAL SPEED
 INMATES TURN AND TAKE NOTICE
 DX STEAM.

DIALOGUE
 (A) TOM
 (PANIC WALLA)

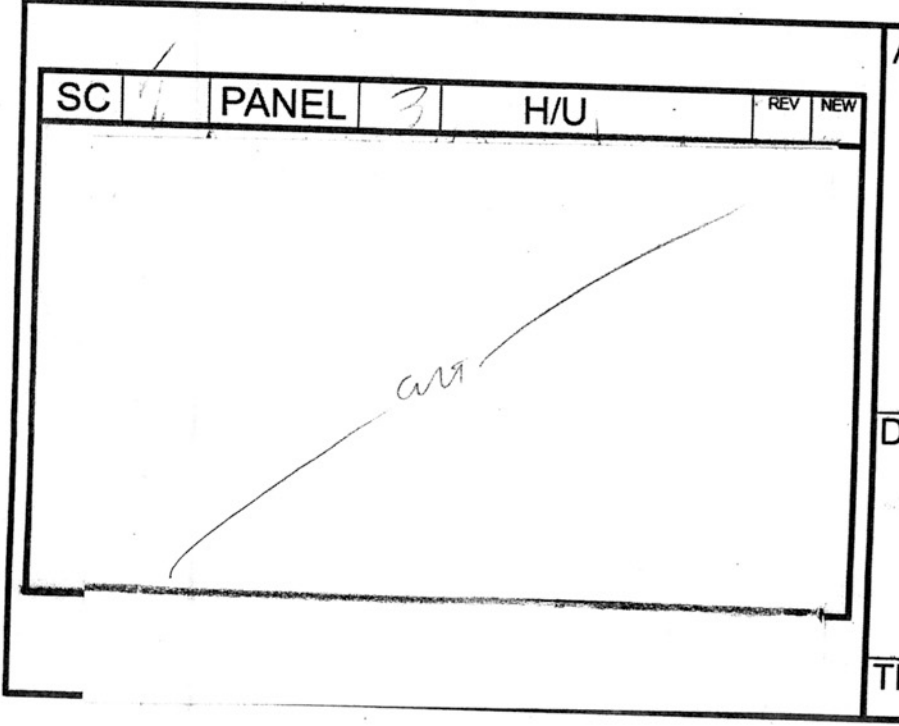
TIME 25x



ACTION Int Ext. Day Night
 TRUCK OUT
 ON TOM UNDER
 SHOWER

DIALOGUE
 (A) TOM
 CONT

TIME T.O / Hold
 34 / 16x

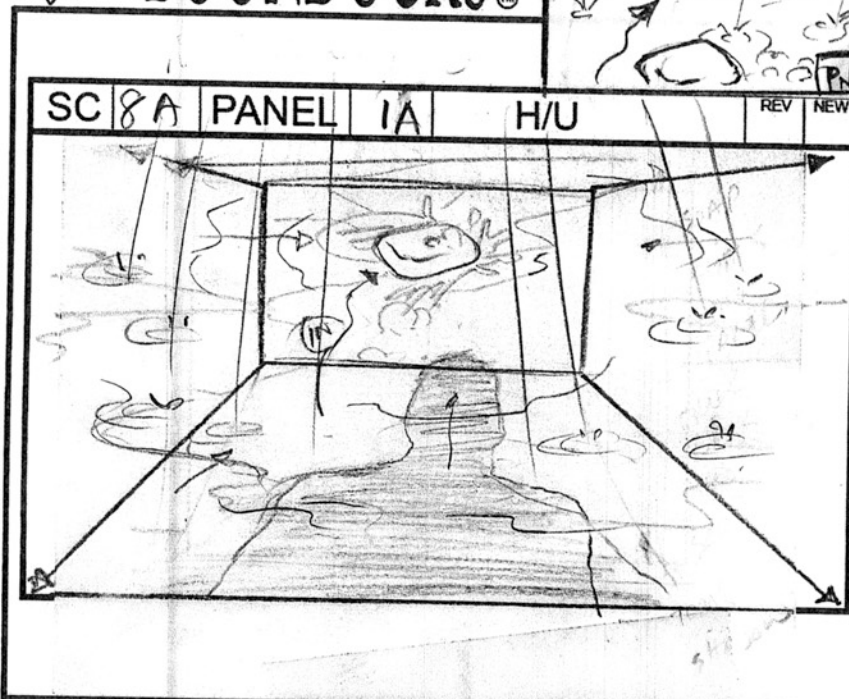


ACTION Int. Ext. Day Night

DIALOGUE
 (A) TOM
 CONT

TIME

(SP) SOAP OS



ACTION Int. Ext. Day Night

SOAP SLIDES INTO DRAIN
 TRACK BACK TO SEE TOM'S
 DX SHADOW
 ANIMATE RIBBLE FX
 ANIMATE WATER DOWN DRAIN

DIALOGUE
 (AI) TOM:
 CONT.

TO. / Hold
 TIME 53x / 13x

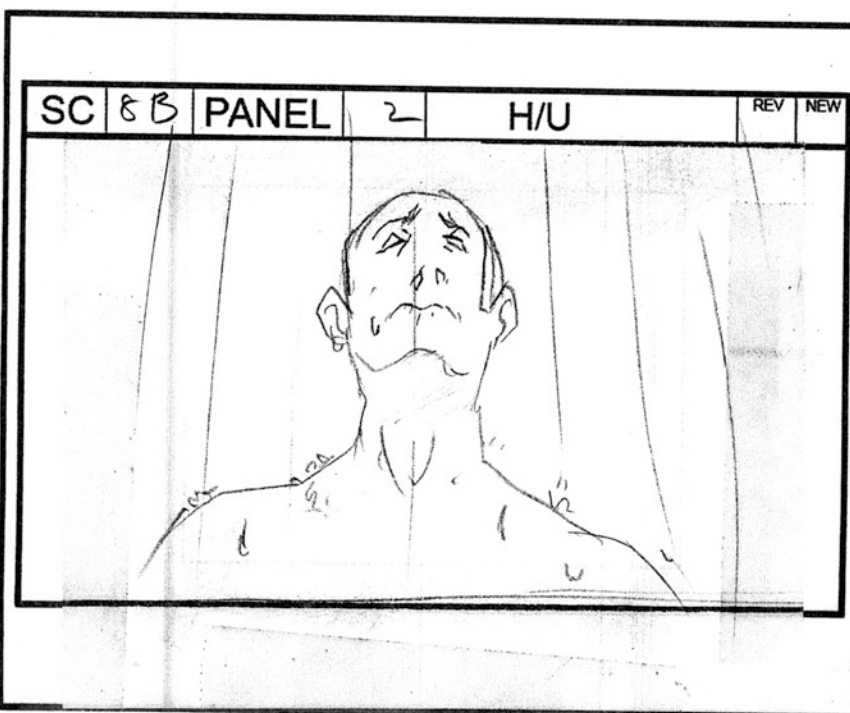


ACTION Int. Ext. Day Night

TRACK OUT FROM
 TOM'S FACE
 LOOKING NERVOUS
 DX STEAM
 WATER FX

DIALOGUE
 TOM
 CONT
 |
 T.O.

TIME 150x





ACTION Int. Ext. Day Night

GULPS IN
 FEAR
 EYES CLOSE
 HEAD BACK
 NERVOUSLY


DIALOGUE
 TOM
 CONT
 |

TIME 53x

SC	9	PANEL	1	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>INT-SHOWER ON TOM'S BACK INMATE HAND INTO SCENE</p> <p>DIALOGUE</p> <p>TIME 12x</p>
							

SC	9	PANEL	2	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>INMATE START + ON SHOULDER</p> <p>DIALOGUE (AFTER PAN) ① INMATE SOAP DROP NIGGA!</p> <p>TIME 38x</p>
							

TOM TURNS - PAN TO INMATE

SC	9	PANEL	3	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>START — PAIN —> WATER FX PAN 22x</p>
							

STOP

START



ACTION Int. Ext. Day Night

FAST TO SLOW
PAN UP
UPSHOT ON INMATE

DIALOGUE ② INMATE:

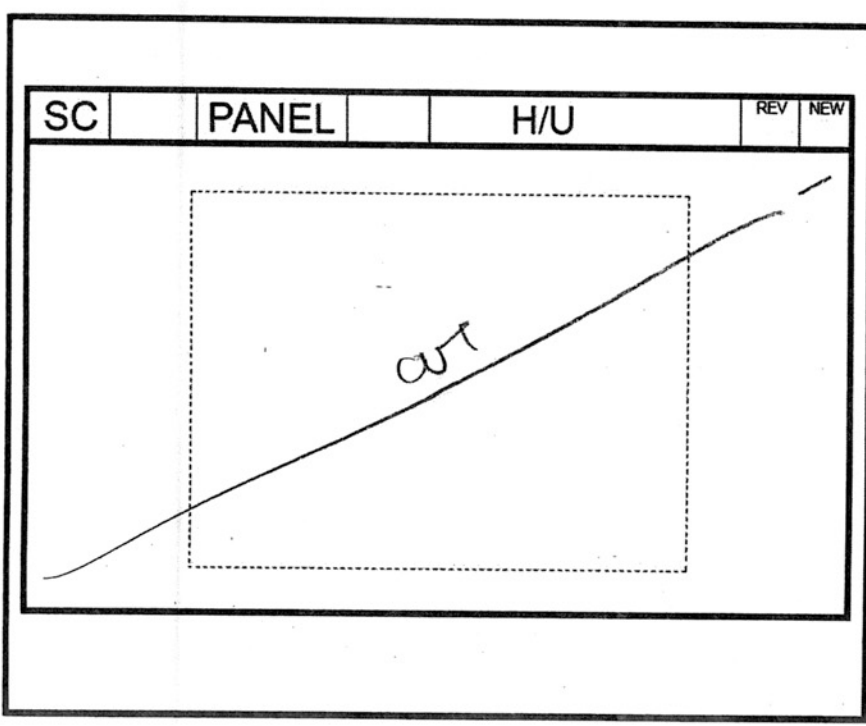
OH, YOU THINK YOU
JUST GONNA

TIME PAN 47x (FAST TO SLOW)

ACTION Int. Ext. Day Night

DIALOGUE

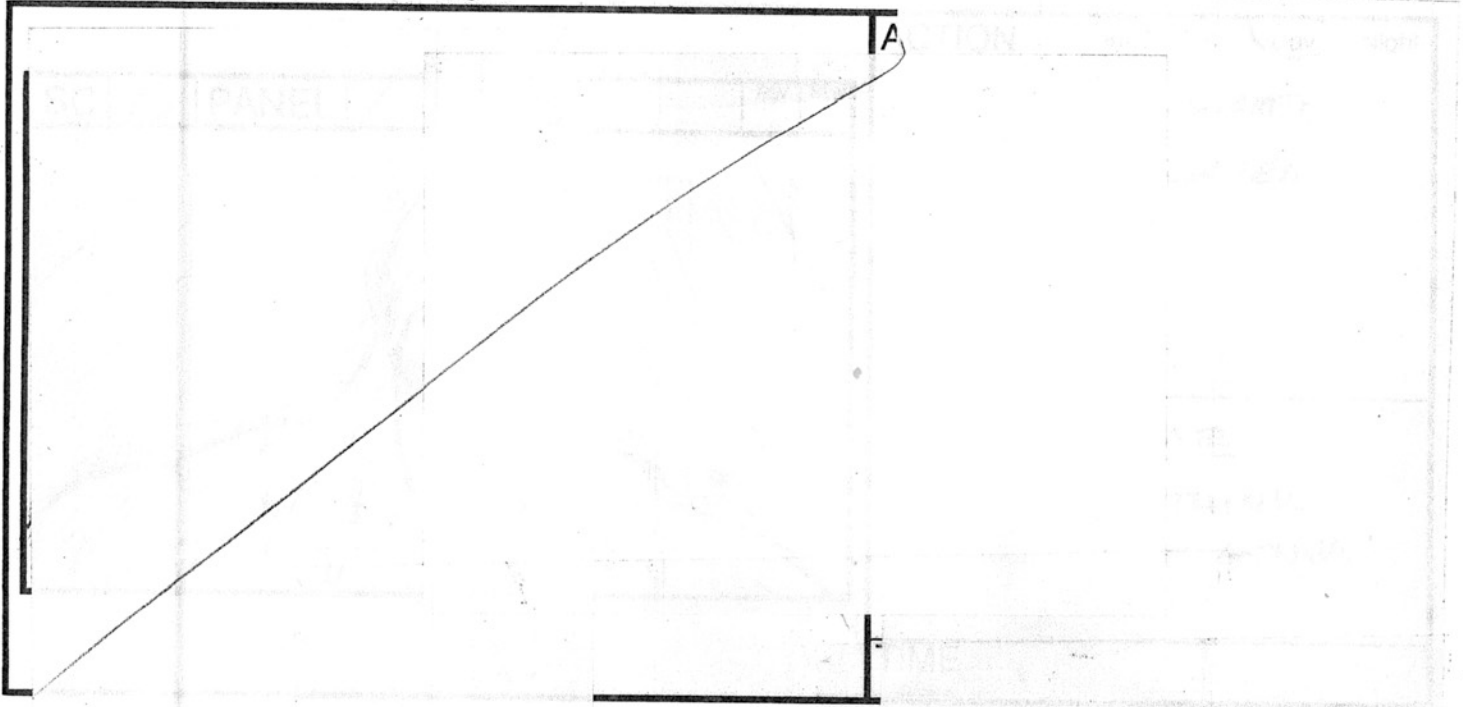
TIME



ACTION Int. Ext. Day Night

DIALOGUE

TIME



ACTION Int. Ext. Day Night

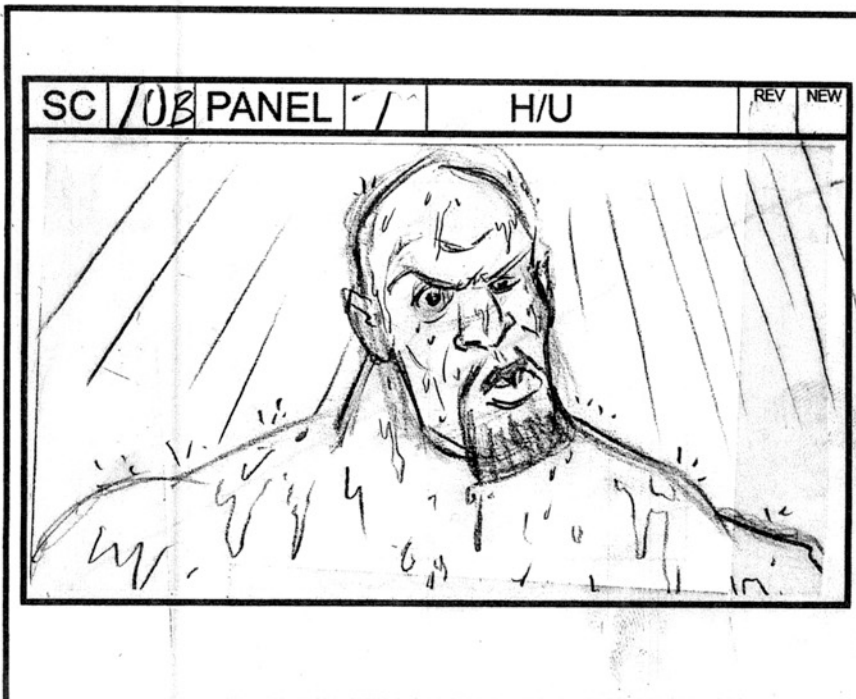
DX SHADOW FALL OVER TOMS FACE

SHADOW W, THEN INMATE W

DIALOGUE INMATE COND

LEAVE IT DOWN THERE

TIME 25x



ACTION Int. Ext. Day Night

UPSHOT INMATE

ANIMATE SHOWER SPRAY FX & DRIPS

DIALOGUE INMATE

HUH?!

TIME 13x

16A



ACTION Int. Ext. Day Night

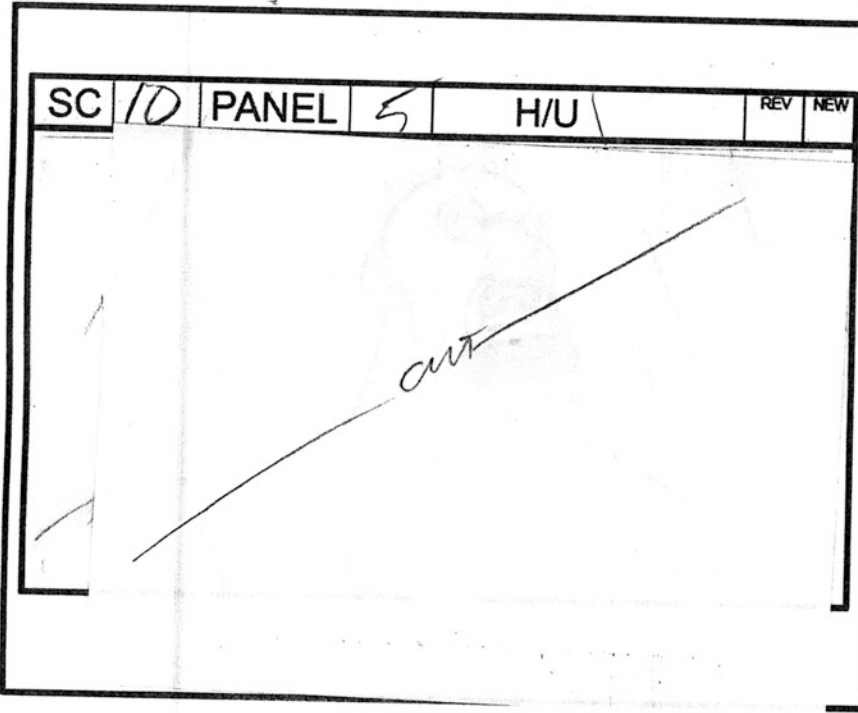
(Day is circled)

CONT. EX

DIALOGUE ② (INMATE CONS)

WE DON'T WASTE
NO MUTHAFUKIN
SOAP IN HERE!

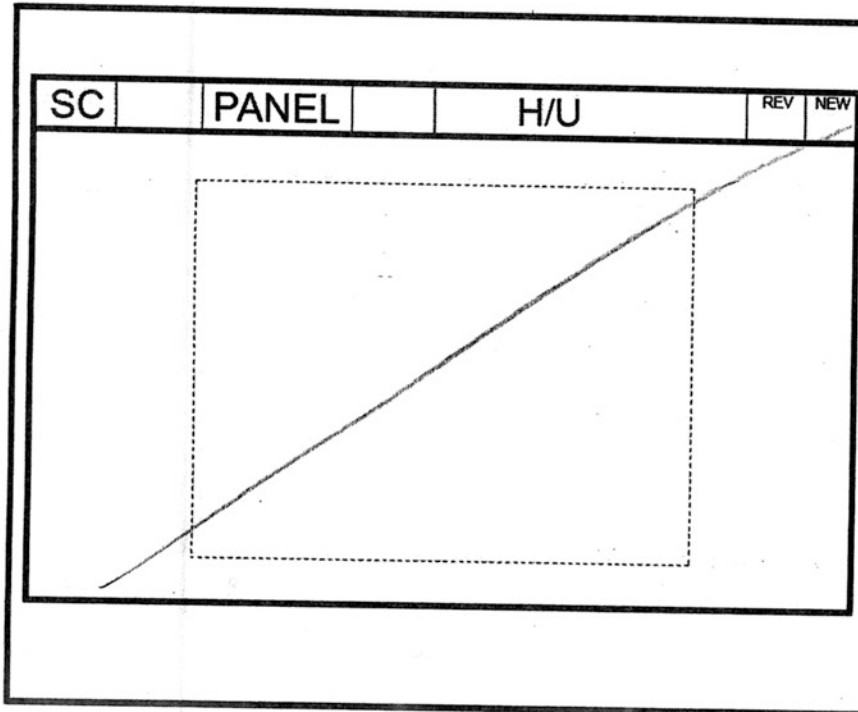
TIME 77x



ACTION Int. Ext. Day Night

DIALOGUE


TIME





ACTION Int. Ext. Day Night

DIALOGUE

TIME

SC //		PANEL /	H/U	REV	NEW
					
ACTION <u>Int.</u> Ext. <u>Day</u> Night OVER THE SHOULDER OF TOM NERVOUSLY (1) ANSWERS INMATE INMATE ANIMATE WATER					
DIALOGUE (3) TOM I'M...					
TIME 22x					

SC //		PANEL 2	H/U	REV	NEW
					
ACTION <u>Int.</u> Ext. <u>Day</u> Night					
DIALOGUE (3) TOM CONT I'M FINISHED (1) INMATE NAW....					
TIME 65x					

SC //		PANEL 2	H/U	REV	NEW
					
ACTION <u>Int.</u> Ext. <u>Day</u> Night INMATE					
DIALOGUE (4) INMATE CONT NAW, NIGGA, YOU AIN'T FINISHED. I BEEN WATCHIN YOU. YOU AINT WASH BEHIND YOUR EARS OR NOTHING.					
TIME 174x					



ACTION Int. Ext. Day Night

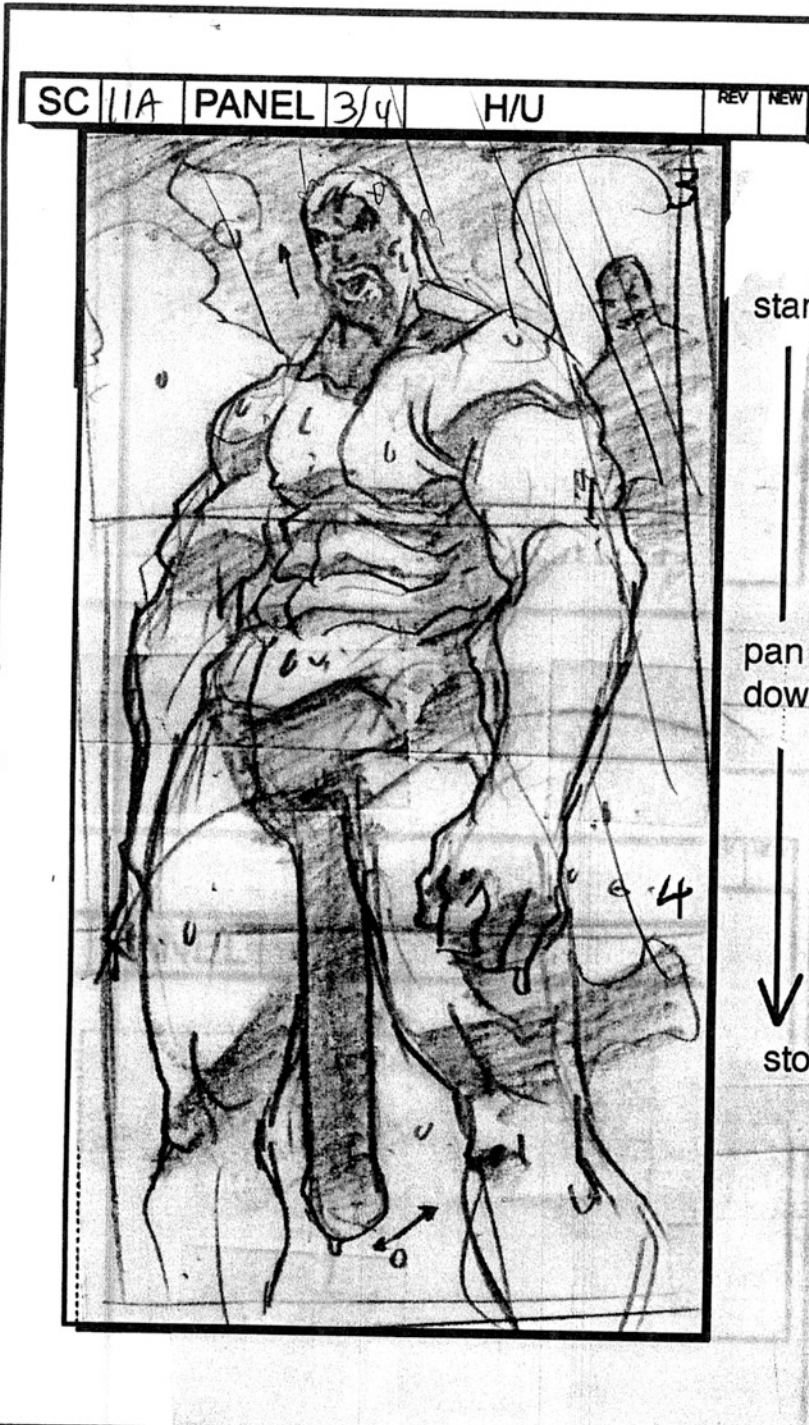
T.O. AS INMATE
LOOKS DOWN
@ O/S SOAP;

DIALOGUE

④ INMATE CONT
SEE LOOK AT
ME

T.O.

TIME 16x



ACTION Int. Ext. Day Night

LIFT HEAD
& LOOK AT O/S
T.O.M.
PAN DOWN

DIALOGUE

④ PAN

TIME 210x

start

pan down

stop

ACTION Int. Ext. Day Night

PENIS WILL BE
BLOCKED IN POST
SUCH AT SWINGING
ACTION.

DIALOGUE

④ INMATE CONT
SEE HOW I'M ALL
CLEAN AND GUSTENING
AND SHIT ⑤ THAT IS
HYGINE NIGGA YOU CAN
CALL ME THE HEALTH
INSPECTOR.

TIME

ADELAIDE PRODUCTIONS, INC.

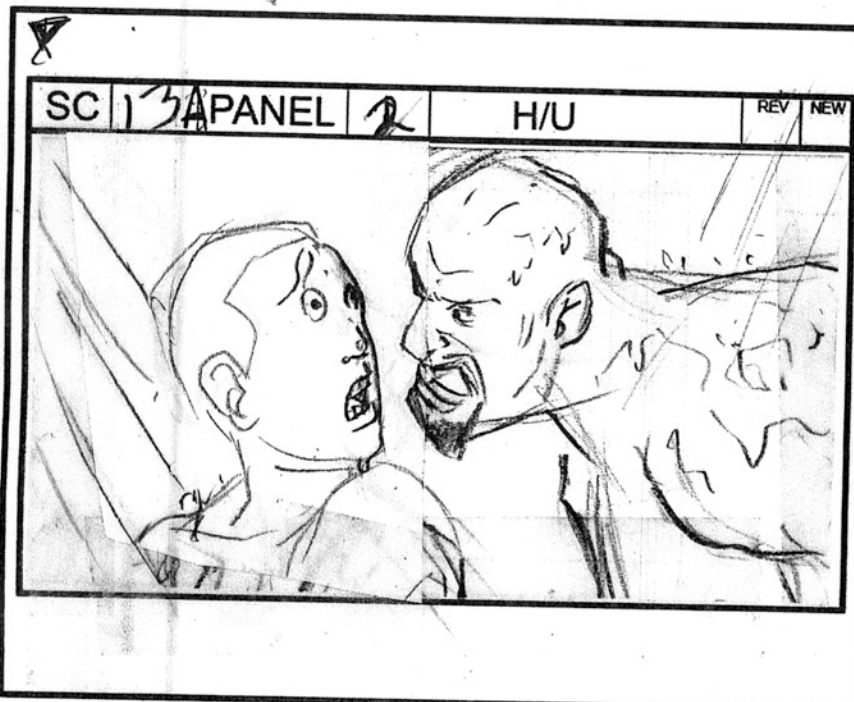


ACTION Int. Ext. Day Night

ON T LOOKING AT INMATE
ANIMATE WATER

DIALOGUE

TIME 17x



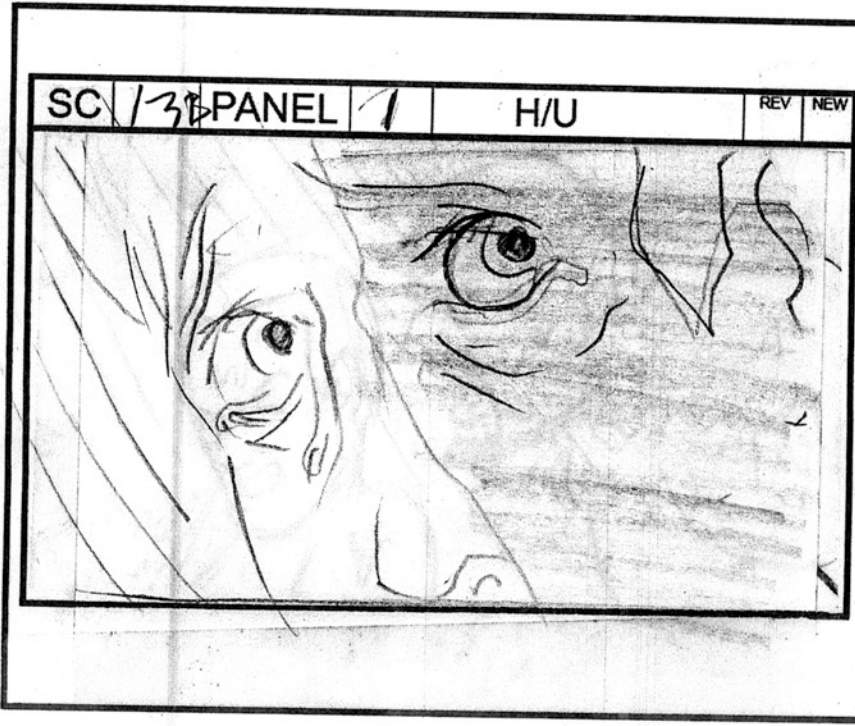
ACTION Int. Ext. Day Night

INMATE INTO SC.

DIALOGUE

INMATE
NOW PICK UP

TIME 15x

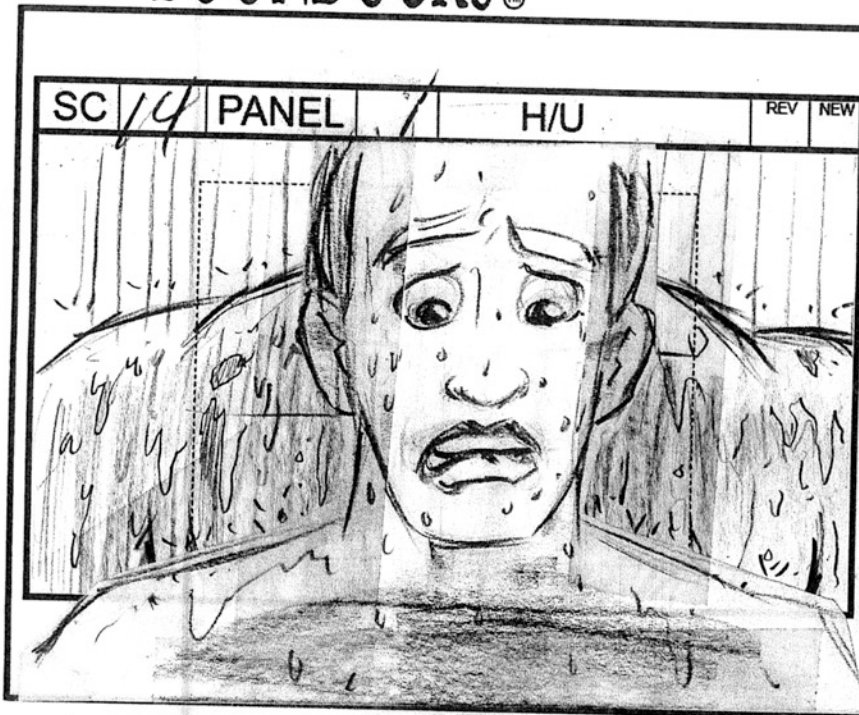


ACTION Int. Ext. Day Night

DIALOGUE

INMATE CONT
THE SOAP!

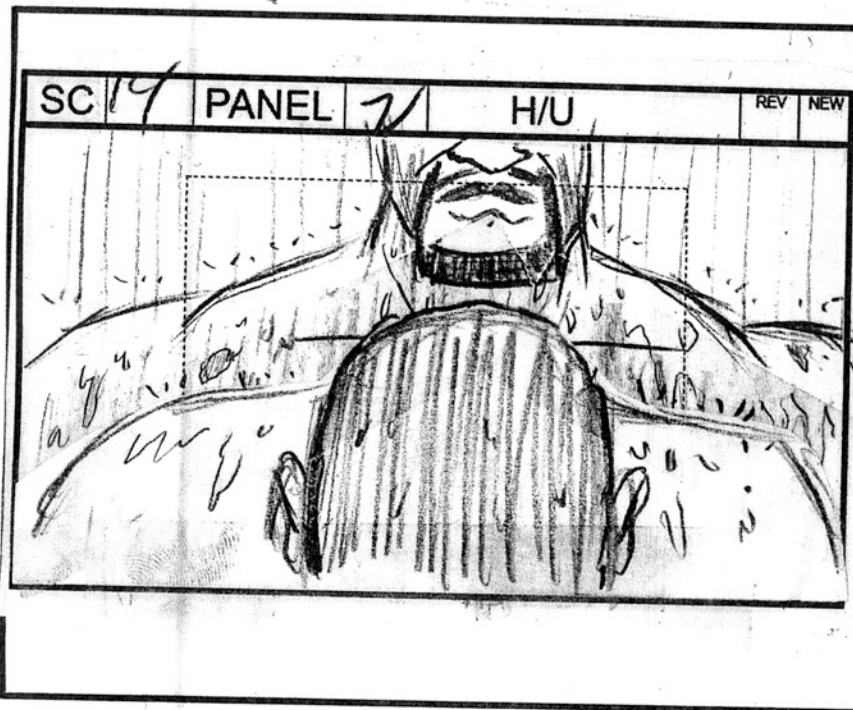
TIME 26x



ACTION Int. Ext. Day Night
 CLOSE ON (T)
 INMATE IN BG
 ANIMATE WATER

DIALOGUE

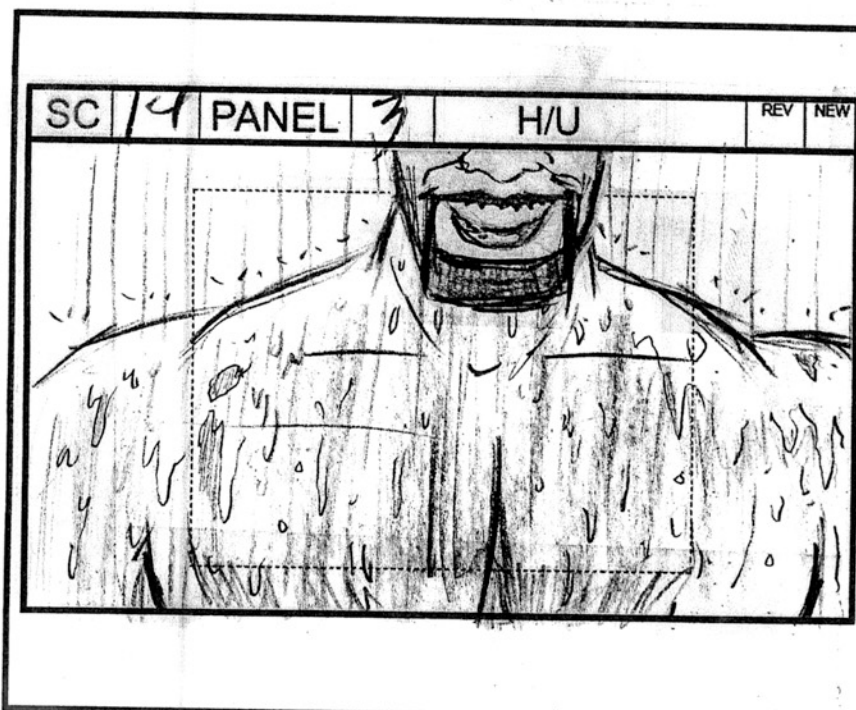
TIME 24x



ACTION Int. Ext. Day Night
 (T) LEANS DOWN

DIALOGUE

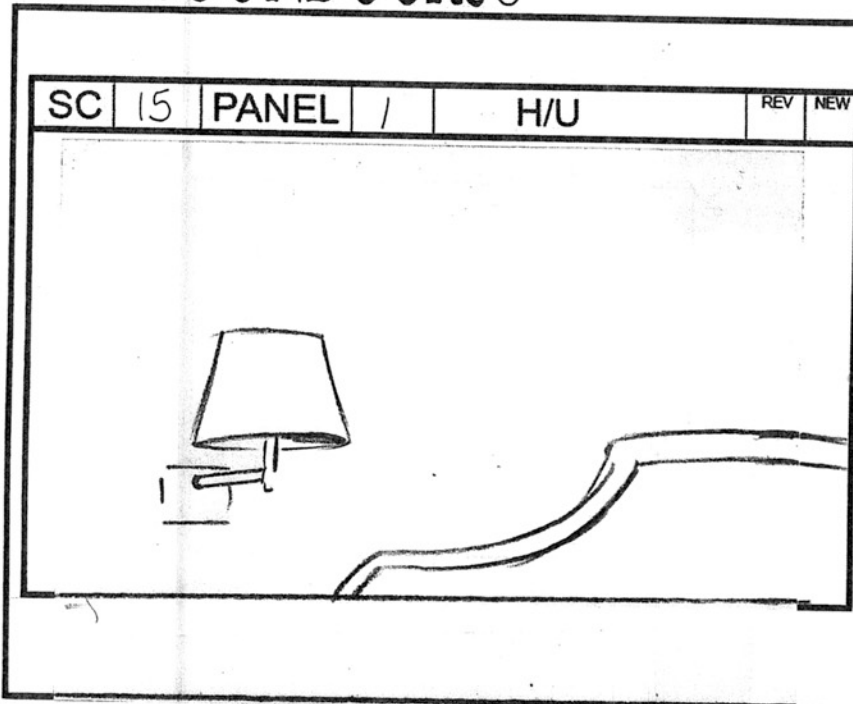
TIME 12x



ACTION Int. Ext. Day Night
 INMATE SMILES

DIALOGUE

TIME 36x

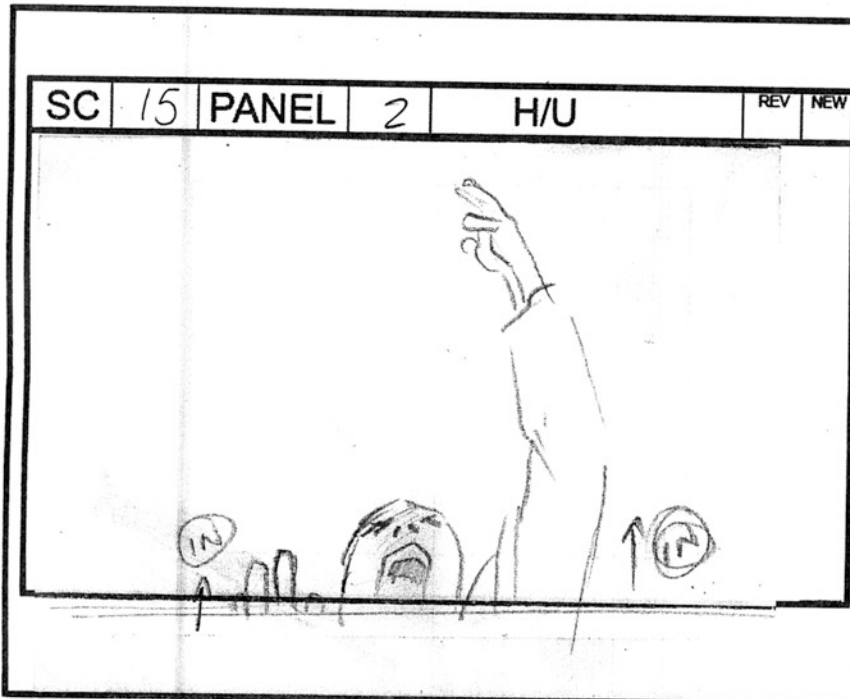


ACTION Int. Ext. Day Night

INT. - DUBOIS BEDROOM
LIGHTS OFF

DIALOGUE

TIME 4x



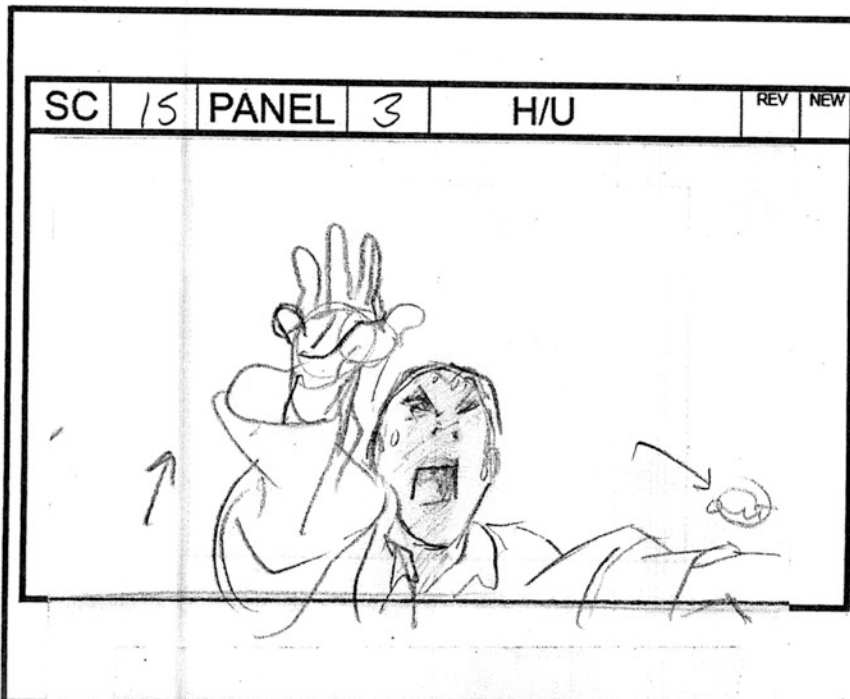
ACTION Int. Ext. Day Night

TOM RISES IN SHOCK!

Pin LIGHT &
SHADOW on Tom

DIALOGUE (6A) TOM:
(YELLS)

TIME 4x





ACTION Int. Ext. Day Night

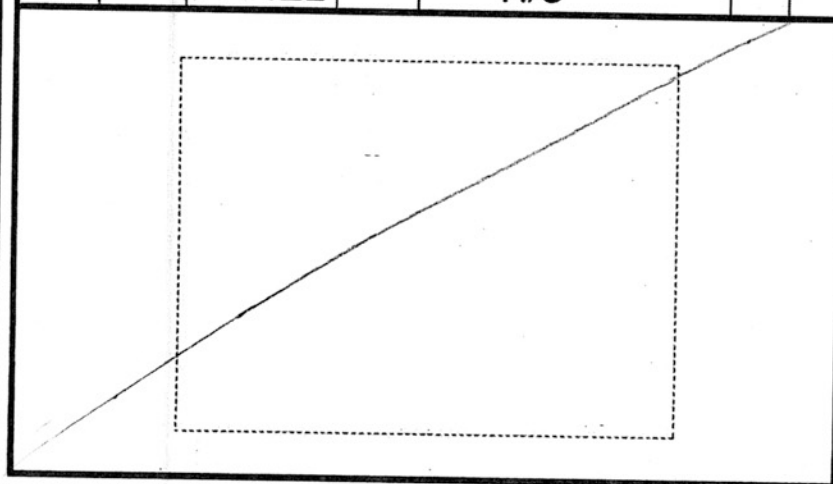
(CONT. ACTION)

DIALOGUE

TIME 4x

SC	15	PANEL	4	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p style="text-align: center;">TOMS FACE INTO CAM. SHOCKED.</p> <p style="text-align: center;">1 & P SWEAT</p> <p>DIALOGUE</p> <p>TIME 8x</p>
							

SC	15	PANEL	5	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p style="text-align: center;">SETTLES BACK W/ SHOCKED FACE</p> <p>DIALOGUE</p> <p>TIME 18x</p>
							

SC	PANEL	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>DIALOGUE</p> <p>TIME</p>
					



ACTION Int. Ext. Day (Night)

WIDER (T) UPSET

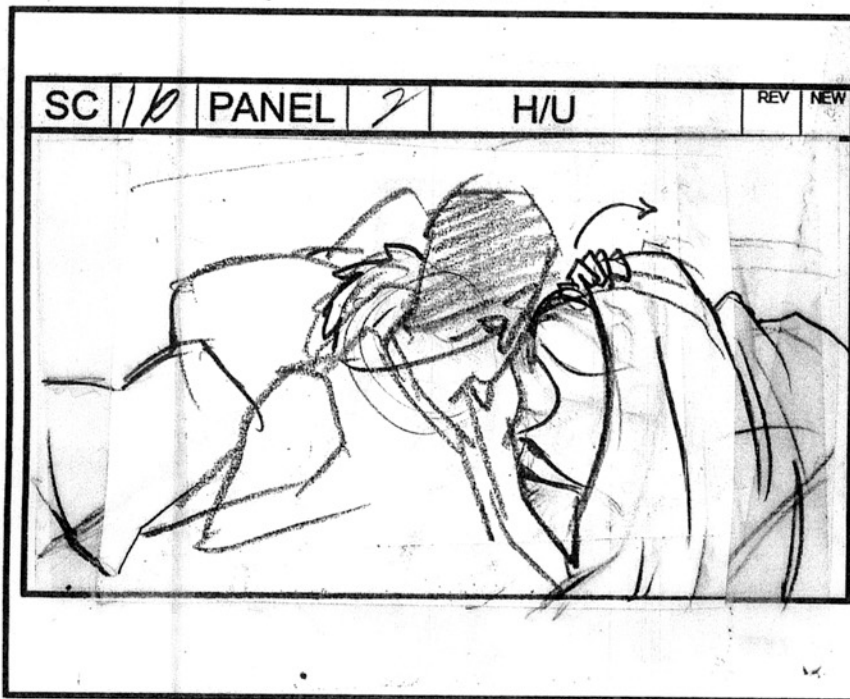
(Sara) STARTS TO WAKE UP

(T) BREATHING HEAVILY

DIALOGUE

13P RIN CITY & SHADOW

TIME 12x



ACTION Int. Ext. Day Night

(S) YAWNS

(T) LOOKS AT (S)

(S) TURNS OVER AWAY FROM (T) PULLING COVERS WITH HER FROM (T)

DIALOGUE

(T) SARAH (YAWN)

TIME 18x



ACTION Int. Ext. Day Night

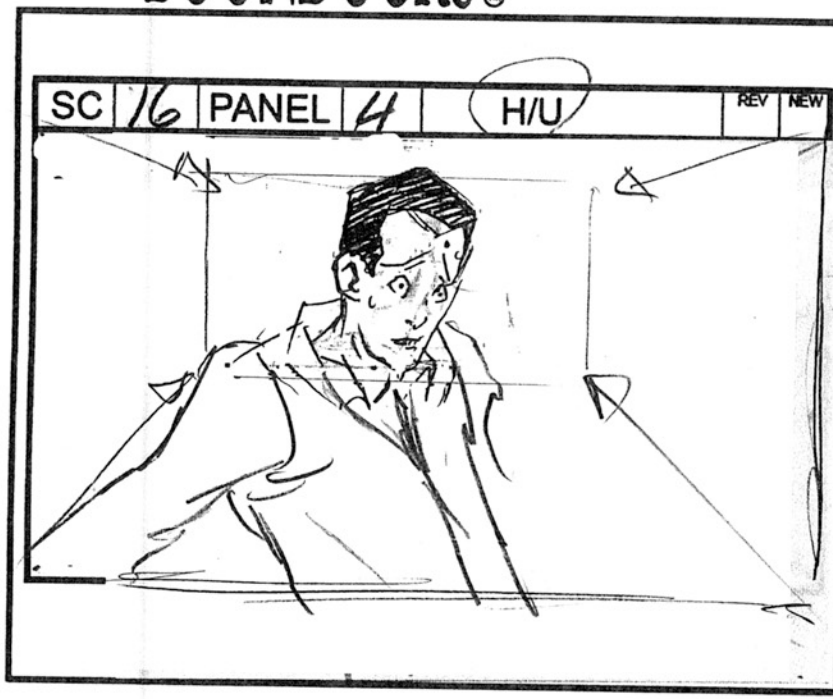
(T) TURNS BACK TO CAMERA

DIALOGUE

(T) SARAH CONT

DROP THE SOAP AGAIN?

TIME 54x



ACTION (Int.) Ext. Day (Night)

SLOW TRUCK² - IN
TOM MOVES ←→ WHILE
BREATHING HEAVY!

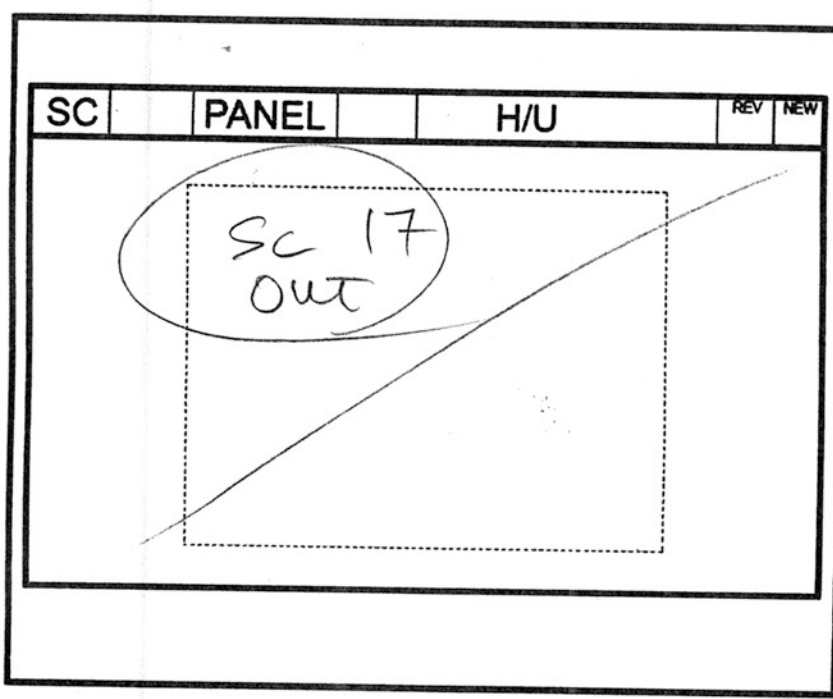
ANIMATE SWEAT
DRIP DOWN (T) HEAD

DIALOGUE (8) HUEY (VO)

TOM DUBOIS' GREATEST
FEAR WAS BEING SENT
TO PRISON AND ANALY
RAPED!

(T.I.)

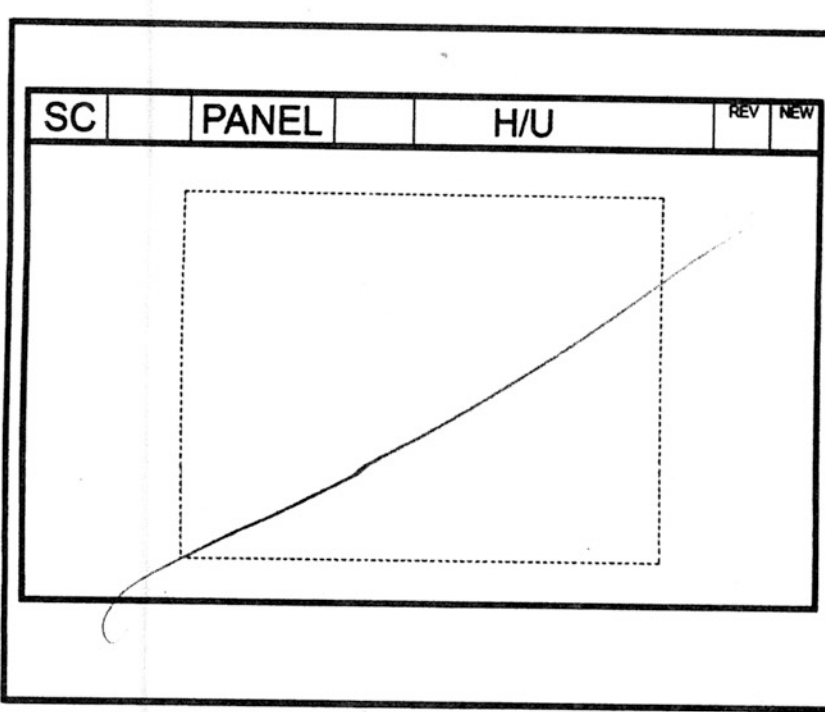
TIME 92x



ACTION Int. Ext. Day Night

DIALOGUE

TIME



ACTION Int. Ext. Day Night

DIALOGUE

TIME